

The Dragon

June

Vol. 1, No. 1

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Premier Issue

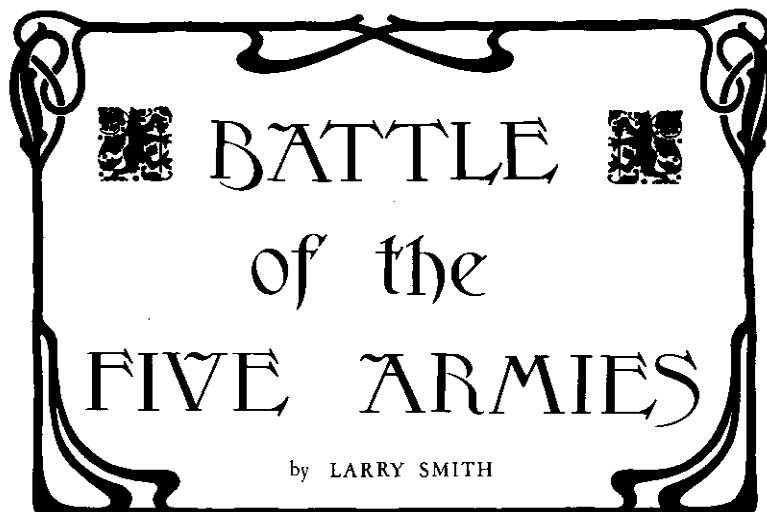
- Fritz Leiber: a conversation with Fafhrd & the Mouser
- Languages in D&D by Lee Gold
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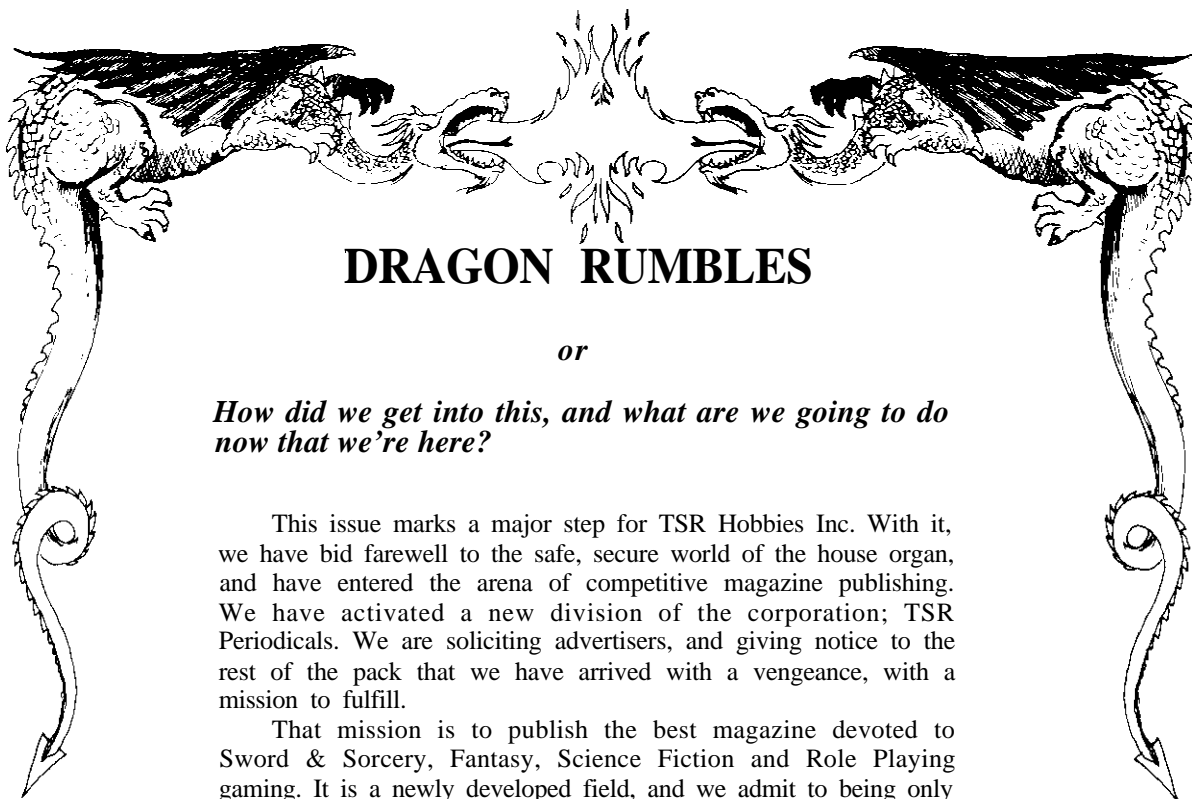


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DRAGON RUMBLES

or

How did we get into this, and what are we going to do now that we're here?

This issue marks a major step for TSR Hobbies Inc. With it, we have bid farewell to the safe, secure world of the house organ, and have entered the arena of competitive magazine publishing. We have activated a new division of the corporation; TSR Periodicals. We are soliciting advertisers, and giving notice to the rest of the pack that we have arrived with a vengeance, with a mission to fulfill.

That mission is to publish the best magazine devoted to Sword & Sorcery, Fantasy, Science Fiction and Role Playing gaming. It is a newly developed field, and we admit to being only as old as the following. However, we feel that our experience, gained from publishing the STRATEGIC REVIEW, the pioneer in the field, will stand us in good stead. But, we also make allowance for the fact that as the field grows and expands, demands and needs will change. We actively encourage your suggestions, criticisms, or whatever. We can adequately serve you, the gamer/reader, only if you let us know what you like/want.

We plan to include gaming, variants, discussion, fiction by authors both known and unknown, reviews of interest to our readers and anything else there is a demand for.

In the next issue, when we have figured what we can afford, we will publish our rates for articles and art. Submissions must be typed, double spaced, and accompanied by SASE. Failure to include a SASE precludes returning rejected or unused material. TSR Periodicals in no event guarantees return of any submission, unless by previous arrangement. Art must be pen and ink, unless special arrangement is made for color. We will accept copies of art for inspection, provided the ubiquitous SASE is enclosed. We fully sympathize with any artist hesitant about entrusting originals to the US Mails. If deemed useful, we will inform you to then send the originals, and recommend using registered mail.

Anyone wishing to sound off on any topic of interest to our readers is invited to write OUT ON A LIMB. We reserve the right to select and edit any submission, and the Editor reserves the right to make any comments immediately following the letter. We will also answer when possible, rules or interpretative questions, as well as letters to the Editor.

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Fritz Leiber is known for his excellent writing. Soon he'll be known for the game he & Harry Fischer have created — Lankmar

FAFHrd & THE MOUSER SAY THEIR SAY

by Fritz Leiber

I tried to explain to Fafhrd and the Gray Mouser about wargamers and the game of Lankmar.

"You mean they're using our territory to fight in?" the Mouser demanded. "We ought to charge 'em toll or tariff, ambushing those who refuse to pay."

I tried some more.

"Oh, so they fight only with their minds?" Fafhrd said. "That sounds sick to me. I keep my mind solely for enshrining the images of beautiful women."

"A sort of penny peep-show, eh?" the Mouser observed to him. "Frix and her tricks, et cetera."

"Say rather a temple," Fafhrd replied decorously, with admirable self-control.

"But about these wargamers or mind-fighters," the Mouser said, turning back to me. "I'll wager some of 'em aren't above using a real knife under the table, especially if the games goes against 'em."

"A man could keep on playing a table game, though hamstrung," Fafhrd put in.

"Still, it would probably upset his judgment, don't you think?" the Mouser pointed out to him.

I kept on trying, explaining that the wargamers wanted to know about the geography and terrains of the World of Nehwon and which earth soldiers most resembled in weapons and tactics the warriors of the various chief lands of Lankmar. At one time the Mouser wanted me to call in Karl Treuherz, suggesting that being a German and inevitably scholarly he had probably written an encyclopedia of Nehwon to match his Lankmarese-German German-Lankmarese dictionary. (Karl is the third German — or person of any sort, excluding some of the Devourers and the prying of Alyx the Picklock — to have penetrated Nehwon, the others being myself and Harry Otto Fischer, widely revered inventor of the two characters. (Treuherz' adventures are in **The Swords of Lankmar**.) But I perservered and we finally agreed on the following points (of course, data about my own books in English I had to supply mostly by myself):

All Nehwon lands that I've been told of use the sword, spear, bow and sling. The Lankmarts rely chiefly on the spear or pike (along with the sword, of course) and prefer the sling to the bow. They may be likened to the Romans or be thought of as, if I may use such a term, southern medievals.

The men of the Eight Cities like the spear too, but favor the bow. They are like Germans, Swedes, or — again, pardon — northern medievals.

As for the Eastern Lands, think of Saracens, Arabs, Parthians, Assyrians even. They ride the camel and elephant, and use the bow extensively.

Mingols, unsurprisingly, are much like Mongols — the swift squadrons of Ghenghis Khan or Tamerlane. The horse, of course, and the bow above all other weapons. While the Northern Mercenaries use spear and sword exclusively; Quarmallians make that the sword and sling.

The only map of Nehwon I know of, most reliable in its central and southern (bottom) portions, was first sketched out and drawn by Martha McElroy (Mrs. Harry Fischer), redrawn by another for **Amra**, and that redrawing reproduced, somewhat simplified, in the Ace **The Swords of Lankmar** and in the French and German translations, where the Cold Waste becomes **Deserts Froids** and **Eis-Ode** respectively. This shows only a section of the northern hemisphere, showing longitudinally about one sixth of the circumference of the planet (or globular vacuity) and going from the north pole no farther south than the northern tropic. Exactly where Klesh is one asks in vain.

It must always be remembered that **I know no more of Nehwon than I have put into my stories**. There are no secret volumes of history, geography, etc., written before the tales themselves were spun. I rely wholly on what Fafhrd and the Mouser have told me, testing them against each other, and sifting out exaggerations and lies when I must. And while my conferences with the Twain have been rewarding, they also have been fewer than I'd wish. I have handled no little books of Ningauble or scrolls or Srith.

For the lands east of the Sea of Monsters, much can, be discovered from the stories written since the map was drawn. Much can especially be discovered from the tales "The Circle Curse" (in **Swords Against Death** as published by Ace, of course, as have been all five **Swords** books) and "Trapped in the Shadowland" (in **The Year's Best Fantasy Stories**, edited by Lin Carter, DAW, newly published). The Shadowland, abode of Death and said to contain what some call Nehwon's death pole, lies east of the Sea of Monsters. Beyond it, still farther east, is the strange land of Eevamarenssee, where mankind and domestic animalkind are alike hairless, but whether this betokens an advanced civilization or decadence only, I know not.

At the antipodes from the Shadowland somewhere in the otherwise unknown southern continent(s) there is said to lie Godsland, abode and paradise of at least some but perhaps not all of the gods of Nehwon and containing that world's life pole (distinct of course from its rotational pole, just as with earth's rotational and magnetic poles). Evidence for this is found in the story "Under the Thumbs of the Gods," to date published only in the April 1975 issue of the magazine **Fantastic**, a treasurehouse of D & D material.

In my newly published (DAW, Sept. 1975) book **The Second Book of Fritz Leiber** there is a Fafhrd-Mouser story of some length, "Trapped in the Sea of Stars." In it the Twain seek to sail to the southern continent(s) and encountering the Great Equatorial Current fail in their attempt, but appear to make some astonishing discoveries about the astronomy of Lankmar.

And in the soon-to-be-published **Flashing Swords: #3**, edited by Lin Carter (Dell) there is a sizeable Fafhrd-Mouser novelette, "The Frost Monstre," launching a new cycle of their adventures. In it we learn of Rime Isle, a large northern island in the Outer Sea, inhabited by men who appear to be of Fafhrd's breed at least as to size and situated due west of the Claws and due north of Simorgya (for which see "The Sunken Land" in **Swords Against Death**).

As I regretfully parted from the Twain (somewhere in the caverns of Ningauble, of course, for they're the only place I know of where Nehwon and other worlds link — see "Adept's Gambit" in **Swords in the Mist**) Fafhrd remarked, "Don't forget Stardock when you write for these wargamers — a whole vast Dungeon inside Nehwon's mightiest mountain, with routes both on the mountain and inside it."

Continued on Overleaf

"Better yet Quarmall, and not half as chilly," the Mouser in eagerly. "A vasty underground world of many levels, a nation in the mines! There's a Dungeon would send wargamers ape!" (They were referring to sub-worlds of Nehwon described in **Swords Against Wizardry**.)

Taking fire from them, I called back, reciting the following:

**A PROPOSAL FOR AN ADDITIONAL
PIECE AT LANKHMAR**

THE MAN (WOMAN, rather)

Each player has also a Houri.

WEAPONS

Each player has also two Daggers.

MOVES, POWERS, AND INTERACTIONS

A Houri has six movement points.

An Enemy Soldier three or fewer spaces from a Houri must move directly toward her. If in range of two or more Houris he must move toward the nearest, whether enemy or friend. If equidistant from two or more Houris, he may not move at all.

A Hero three or fewer squares from an Enemy Houri has his powers halved, but he may move as he will. A Houri may wield only a Dagger, though she may carry other weapons.

A Dagger has the same range as a Sword, but it can kill only a Houri or a Hero.

A Houri may be killed only be a Hero or another Houri.

During my recitation I had been moving away from them, already caught in the time eddy that would (alas!) irresistibly carry me back to my own world and (ugh!) typewriter.

Fafhrd shouted faintly, "Are Houris slimly beautiful?"

"So much so," I yelled back, "that they make all men their helpless slaves and intoxicate even a Hero to madness."

"I don't like the idea," came the Mouser's ghostly shout. "Women are ever treacherous and complicate any game to the point of sheerest insanity."

"That's the idea," I bellowed back.

I caught only one more shout — from Fafhrd. I think it was, "What color is a Houri's hair?"

A Word about CITEX 76

We recently received a promo flyer on CITEX 76. Imagine our surprise when we read that we were to be in attendance, and that Gary Gygax would be doing D & D. We were further amazed to see that the lion's share of the games advertised to be played were TSR games. This was the first we knew of any of this.

FOR THE RECORD, we have no intention whatsoever of being at CITEX. We disavow ANY connection with the event. DO NOT BE MISLED! CITEX 76 is making false promises.

As a passing note, we were also rather skeptical of their claim that they were hosting DipCon. We thought it was to be in Baltimore . . .

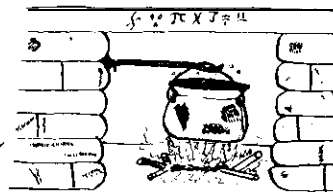
Have You Heard About LITTLE WARS?

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UPS went on strike, and we are doing our best to get around this handicap, and continue our shipping. Please bear with us. Should the strike be over by the time this sees print, this will explain why our normally speedy service lagged.

In The Cauldron

—Tim Kask—



This column is going to undergo a rather extensive facelift. In order to get away from the "house-organ" syndrome, the contents must change.

From now on, it becomes my own domain, in which I get to talk about nearly anything, so long as it's not TSR oriented. When something appears within this column, it is my statement or opinion, and not that of TSR. Let me emphasize this point, so that everyone has that clear. If you disagree with something that appears here, don't hold the publisher (TSR Hobbies, Inc.) liable.

When you have a comment, criticism or whatever, whether it concerns this column or anything else within these pages, please feel free to write to OUT ON A LIMB. That is the express purpose of that column.

If something is marked as an editorial, then you can hold the magazine or the company liable. Otherwise, address all lawsuits to me . . .



DIPLOMACY WORLD is a quarterly magazine on Diplomacy, which is edited by Walter Buchanan, R. R. 3, Box 324, Lebanon, IN 46052. The purpose of each 40-page off-set issue is to present a broad overview of the postal Diplomacy hobby by printing articles on good play, carrying the Hoosier Archives Demonstration Game with expert analysis, listing rating systems, publishing letters to the editor, listing game openings and zine news, and printing a complete variant game and map with each issue. In short, anything of a general interest to the Diplomacy community is fair game for DIPLOMACY WORLD. Subscriptions sell for \$4.00 per year, (\$4.50 outside the U.S.). Checks should be in U.S. funds and made payable to "Walter Buchanan."

THE BATTLE OF FIVE ARMIES IN MINIATURE

by Larry Smith

This is an article on how to convert the BotFA game into a miniature wargame. The rules used for this battle are modified from the Chainmail rules by Gary Gygax. The modifications will be listed at the end of this article.

Converting the Board

The board is converted onto the playing area on a scale of one hex equals six inches. Since the river is listed only as a line on the mapsheet, it should be placed as a two inch wide stream. On the playing area, the Gate should only be shown as a six inch front along the mountain side with no opening along the top. The areas of the mapsheet that are listed as 'no movement allowed' stays the same. The slope areas have the same effect as a hill for terrain purposes. The ruined city of Dale is treated as rough terrain.

Order of Battle

The OB is listed as the Chainmail scale of 1:20 for the figures for the heros are on a 1:1 scale.

Goblins:	Fights as a:	Defends as:
Bolg	4 Hv. Ft.	4 Arm. Ft.
1 Bodyguard	2 Hv. Ft.	2 Arm. Ft.
375 Goblins	1 Hv. Ft.	1 Lt. Ft.
100 Wargs	1 Hv. Ft.	1 Hv. Ft.
Dwarves:		
Thorin w/magic Sw.	4 Hv. Ft.	4 Arm. Ft.
1 Company	1 Hv. Ft.	1 Arm. Ft.
Dain	4 Hv. Ft.	4 Hv. Ft.
1 Bodyguard	1 Hv. Ft.	1 Hv. Ft.
25 Dwarves	1 Hv. Ft.	1 Lt. Ft.
Elves:		
Elyenking	4 Hv. Ft.	4 Hv. Ft.
70 Elves	1 Hv. Ft.	1 Hv. Ft.
10 Elves w/bows	1 Hv. Ft.	1 Hv. Ft.
Men:		
Bard w/bow	4 Hv. Ft.	4 Hv. Ft.
1 Bodyguard w/bow	1 Hv. Ft.	1 Hv. Ft.
25 Men	1 Hv. Ft.	1 Lt. Ft.

Others:

Gandalf w/magic Sw.	2 Arm. Ft.	2 Arm. Ft.
Beorn	1st 2 turns 4 Arm. Ft.	4 Hv. Ft.
	Changes to 8 Arm. Ft.	8 Hv. Ft.
5 Eagles	4 Lt. Horse	4 Hv. Horse
		1 Arm. Ft.*
Bilbo w/ring & Sting	1 Lt. Ft.*	

*Only while he is visible may he attack. While he is inv. he may not be attacked.

Unit Set Up

The set up is the same as per the BotFA rule book. Keep in mind while setting up, that 1 counter of Goblins in the game are equal to 5 figures.

Reinforcements

The reinforcement rate and time is the same.

Game Time

The game time (turns) is the same. An exception to this is, that there is no end of game turn. The fight will continue until, one side or the other wins.

Victory Conditions

The victory conditions of the game are the same.

Chainmail Modifications

These are modifications and additions to the Chainmail rules.

1. Due to the power of the ring, Bilbo can become invisible.
2. After the 10th turn, Gandalf may fire one fireball only. He has no other magic that he can use.
3. Goblins may ride Wargs on a 1:1 basis. In doing so, they minus 3 inches off their movement rate.

Continued on page 13

dirt by jake



HOW TO USE NON-PRIME-REQUISITE CHARACTER ATTRIBUTES

by Wesley D. Ives

Whenever a player performs a non-ordinary task, or attempts to do so, the referee is usually in a quandary — how to determine fairly whether the character can perform the attempted action? Normally, the referee gives consideration to the player's attributes and then more or less 'wings it,' attempting to be fair — usually giving the player a percentage chance of success.

A more standardized system is needed and the following guidelines should help considerably.

WHENEVER A PLAYER ATTEMPTS SOME ACTION WHICH WOULD TAX HIS ABILITY IN ANY ATTRIBUTE:

1) Generate a number from 1-100, and consult the table below

DIE ROLL	TYPE OF DIE FOR DETERMINATION	
01-20	(always add	Four-sided
21-40	the score	Six-sided
41-60	in question to the	Eight-sided
61-80	1-100 number	Ten-sided
81-100	achieved)	Twelve-sided

2) Using the type die called for, generate a number, and multiply this number by the amount of the attribute being tested. THIS NUMBER IS THE PERCENT CHANCE OF SUCCESS.

EXAMPLE.: Consider Grod the fighter. His scores are STR-17; INT-9; WIS-5; CON-14; DEX-14; CHAR-12

Grod's party has been attacked by a pair of bugbears. Grod wants three of his minions to hold off the Bugbears while Grod rolls away the boulder blocking the exit to the dungeon. So — will the minions fight?

DIE ROLL — 42 added to Grod's **Charisma** (12) = 54. So Grod rolls an eight-sided die, scoring a **seven**. Therefore, there is a 7 x 12 (the score times Grod's Charisma) or 84% chance that the minions will fight.

How about this boulder?

DIE ROLL — 66 added to Grod's **Strength** (17) = 83. Grod rolls a twelve-sided die as called for on the table, but this time, his roll is a **three**.

So there is a 3 x 17 (score times Grod's strength) or 51% chance that he will be able to move the boulder away this turn.

SPECIAL FOR FIGHTERS — Fighters with extraordinary strength use the following table in order to make their scores compatible —

$18^{01} - 18^{20} = 18$; $18^{21} - 18^{40} = 19$; $18^{41} - 18^{60} = 20$; $18^{61} - 18^{70} = 21$; $18^{71} - 18^{80} = 22$; $18^{81} - 18^{90} = 23$; $18^{91} - 18^{95} = 24$; $18^{96} - 18^{99} = 25$; and $18^{00} = 27$.

So if Grod had had a strength score of 18^{87} , he would have used 23 as his strength when determining his success with the boulder.

USES FOR ATTRIBUTES:

STRENGTH — Any extraordinary physical exertion.

INTELLIGENCE — Discovering proper method of operating all mechanical devices, **including all magical devices**; Discerning patterns; deducing cause & effect; recognizing types of lairs; learning new languages and skills; etc.

WISDOM — divining "correct path" of action; recognizing function of devices; etc.

CONSTITUTION — all questions of stamina — swimming, running, staying awake, going hungry, etc.

DEXTERITY — manual manipulation of devices (he may know **what** it does, and **how** to make it work, and still fumble when the time comes to use it); balance and climbing; tying/untying knots; etc.

CHARISMA — believability; persuasiveness; morale of followers; etc.

MODIFIERS (Optional)

PER LEVEL — add the increase in hit probability to their attribute score. Using this rule, Grod, being a Myrmidon, would have added four to his Charisma and Strength before multiplying them by the die number.

PER CHARACTER TYPE — everyone should have the chance, for instance, of picking a lock — but since only thieves are specialists, then all others should have only their dexterity as the percent chance of success. Grod's chances would then be 14% (if using the level modifier — 18%). For activities further from the character-type's bailiwick, begin dividing the required number, and multiplying the chance of backfire. For instance, Grod attempts to operate a Censor of Air Elementals, normally usable only by magic-users. There is a normal chance that Grod would know what it is, but to use it, he would need to roll a 02% (Grod's intelligence divided by four), and there would be likewise only a 2% chance of maintaining control over the elemental once it was called out. (Using the level modifiers, Grod's chances would be increased to 03% — still not a very healthy set of odds.) If the character is attempting to learn a spell, first subtract the level of the spell from his percentage chance — that percentage is also the chance of not going insane upon failure.

LUCKSTONES, BLESSINGS, LOADSTONES

AND PRAYER — **Luckstones** and a clerical **Bless** add 1 to all die rolled; whereas **loadstones** subtract 1 from all rolls. Prayer is a loadstone to the other side, and there exist curses which do nothing but subtract 1-6 from every subsequent roll or the determination die.

EVERYTHING ELSE — you get the idea.

MAGIC AND SCIENCE

Are They Compatible in D&D?

by James M. Ward

I believe it is a real mistake to think that just because there is a world created by D & D type thinking where magic and magical monsters exist, there is no room for technological type devices and all they imply. Many times while discussing rules with other judges and players I have heard statements like "magic and its uses denies science and its uses." I myself usually loudly clamor that, "a lightning bolt wand is just a static electricity generator," or, "many magical potions are simply advanced chemical formulae," but my words are usually swept away in the magic tide. In response to this, I created a race of people who had transported their Island land Atlantis to another nearby dimension. This race called "Artificers" has a high degree of technology and are very aware of magic and have devices to counter any magical effect. I present some of their creations to those who have some players in their game that are too powerful and need a challenge.

There are three powerful devices used all the time by the Artificers: a hand held weapon much like a small catapult made of unbreakable crystal and spring steel, a mobile "blue sphere," and a computer. The pistol shoots a two inch sphere for a maximum range of 50 yards. These spheres only upon being released from the pistol emit their stored power on contact. There are six different types, all color coded for easy identification.

Red Sphere: Upon contact this sphere from the point of contact will emit a 15 foot circle of heat action, so intense that it melts everything and anything in the area (no magic saving throw applicable).

Black Sphere: Upon contact this sphere from the point of contact will emit a 15 foot circle of disintegrating damage as the spell with (magic saving throw applicable), for anything in the area.

Clear Sphere: Upon contact this sphere from the point of contact will emit a 15 foot circle of nullifying energy. This energy will destroy the usefulness of any magic item forever (no magic saving throw applicable).

Brown Sphere: Upon contact this sphere from the point of contact will emit an illusion of a vast maze. Those in that 15 foot circle must travel through this mental maze to free themselves of the effects (no magic saving throw applicable).

Purple Sphere: Upon contact the sphere from the point of contact will emit a 15 foot circle of death as the spell (magic saving throw applicable).

Silver Sphere: Upon contact this sphere from the point of contact will emit a wall of synthetic crystal with the resistance of a diamond to physical forces. The wall will go to a maximum height of 60 feet, length 120 feet, and thickness 10 feet. It will always fill any passage or space to the fullest possible extent.

While hand weapons are useful, the normal Artificers like their devices to fight for them and therefore created the "blue sphere." This device comes in three sizes: the largest sphere having a diameter of three feet, the middle sphere having a diameter of two feet, and the smallest sphere having a diameter of one foot. These are also badges or rank since the smallest is the most powerful and only the highest ranking leaders use the smallest spheres. These spheres are able to shoot two beams while floating beside their master. These beams can be whatever its master needs at the time in the way of attacking or defending abilities.

LARGEST SPHERE

1. Ten hit point damage absorber
2. Heat ray (three dice)
3. Healing ray three points per melee round
4. Displacer ray
5. 20 point damage shield

MIDDLE SPHERE

1. 15 hit point damage absorber
2. Heat ray (five dice)
3. Healing ray 5 points per melee round
4. Displacer ray
5. 30 point damage shield
6. Anti-magic shell
7. Fear ray

SMALLEST SPHERE

1. 20 hit point damage absorber
2. Heat ray (seven dice)
3. Restoration ray
4. Displacer ray
5. 40 point damage shield
6. Anti-magic shell
7. Fear ray
8. Anti-sphere ray
9. Charm monster ray

A description of these rays follows.

1. **Damage Absorber:** This ray will take the damage potential from a spell or weapon from its master if the ray is trained on the Artificer at the instant of the damage occurrence with the limitation of only being able to take a maximum stated amount per melee turn.
2. **Heat Ray:** This is just that, a ray of heat that does the stated amount of damage.
3. **Healing Ray:** Consider this a type of cure light wound ray, doing the stated amount of healing.
4. **Displacer Ray:** As the powers of the magical cloak.
5. **Damage Shield:** To prevent the sphere from being destroyed this ray can stop harmful actions on itself at the maximum rate, with only the damage over the given amount affecting the sphere. The sphere takes 25 points of damage before being destroyed.
6. **Anti-Magic Shell:** As the spell.
7. **Fear Ray:** A sonic blast as the spell (magic saving throw applicable).
8. **Anti-Sphere Ray:** This will negate any of the effects of a pistol sphere or a blue sphere.
9. **Charm Monster Ray:** As the spell (magic saving throw applicable).
10. **Restoration Ray:** This ray completely regenerates any being dead or dying and always works if applied within 1 hour of death.

The best way to negate a "blue sphere" is to place it in an anti-magic shell which will cut off its energy supply. When this happens the sphere becomes useless forever.

Finally the most powerful of all the devices of the Artificers is their mighty offensive and defensive analogic computer. This

Continued on Page 10

LANGUAGES

or,

Could you repeat that in Auld Wormish?

by Lee Gold

Editor of ALARUMS AND EXCURSIONS, the D & D amateur press association.

The Rules lay down that each species has its own language, except for humans, most of whom can speak "common" (as can 20% of the non-humans . . . as an extra tongue). In addition, each alignment has its own language, known to all its members and recognizable as such by all non-members. Creatures may speak several languages, either by virtue of their natural intelligence or by magic. Thus an elf with an Intelligence of 18 speaks six native languages (Orc, Hobgoblin, Gnoll, Elf, Common and his alignment) plus eight acquired ones (one for each intelligence point over 10), while a human with an Intelligence of 3 can speak only Common and his alignment language — and probably has a low vocabulary in both.

Magic is useful in extending one's language ability. A Cleric can acquire the ability to speak the language of any animal, and a first level spell has been proposed that would allow a third level Thief or any Magic-User taking it to speak any language in which he had found an inscription that he could read. (The Thief has an 80% ability to read languages; the Magic-User would have to carry the "Read Languages" spell in order to succeed.)

Extra languages may also be acquired as a divine or magical favor. There's one San Francisco area mule who now speaks Japanese as a favor from a Monkey God, so that he could communicate with his 9 Intelligence, Japanese-speaking master. And one of my own dumb Clerics was given the ability to speak Were St. Bernard as a gift from a rather eccentric Wizard. (He hasn't found anyone else who speaks it yet, let alone Were St. Bernard, but he's still looking.)



So much for what the Rules provide for. What are the implications of all this for D & D play?

To begin with, let us take up the question of alignment languages. Some groups have allowed characters to take an alien alignment language as a tongue learned by virtue of high intelligence. I myself feel that the world-view of each alignment is so different from the others that speaking an alien alignment would be impossible to do perfectly and difficult to do well. In my dungeons, Lawfuls or Chaotics have only a 30% chance of understanding anything in the opposing tongue and a 60% chance of understanding anything in Neutral. They can speak the opposing tongue 40% understandably and Neutral 70%. Neutrals have a 60% chance of understanding either Law or Chaos and a 70% chance of speaking it understandably.

How far does language ability go? One can talk to animals. One can talk to plants. Can one talk to bugs (insects smaller than a grasshopper, say)? Can one talk to bacteria? Stones? I have encountered one character who took "Wall" as a language and attempted to interrogate dungeon walls as to what lay behind them. In my dungeon, the walls drunkenly replied, "I don't know; I'm plastered." I feel that anything for which a command potion/ring/staff/wand/rod does not exist should not be able to carry on a conversation.

To what extent are there meta-languages, the non-human equivalent of "common?" Can a Mule understand a Horse? Can a Unicorn? I use an Equine tongue, 70% understandable and speakable by Horses, 70% by Mules (to whom it sounds very aristocratic), 50% by Unicorns. Similarly there is Auld Wormish spoken by 50% of all middle-aged or older dragons who are up to speaking any language, and the Great Tongue, spoken by 50% of all giants well enough established in the community to have a lair to live in. I also play that Lyranthropes have an 80% chance of understanding Common (though they cannot speak it in were-form) and a 40% chance of understanding the language of the species they resemble in were-form (though they cannot speak it in human form). Thus there is a 40% chance a Were-wolf would speak Wolf, and if he does so, a 70% chance he would also speak Canine.

Can one change a language taken as an IQ ability fringe benefit? Many groups rule not; some, however, allow an individual to learn one new language and forget one old acquired one each time he goes up a level. This seems reasonable. A first level character has more need to speak Goblin than Red Dragon; a seventh level one, the reverse.

Languages can sometimes be used for other reasons than communication. I once encountered a fighter who had taken Balrog as a language . . . for the purpose of swearing in it when annoyed. I also met two characters who used to exchange what appeared to be snide comments on the rest of the party in Minotaur, a language none of the rest of us spoke.

The usual use of language, though, is to communicate. This is an especially vital skill to the spellcaster. A potion or device of commanding apparently carries the language ability to speak to the class of entities to be put under control, but the standard spells do not. Little use can be made of a Charmed or Held enemy if there's no way to give him orders or interrogate him save through sign language. And mute phantasmal beings are always less convincing than vocal ones. The ability to speak to the party's mule or to a character's own mount may also be a valuable one at times. It's far easier to calm such an animal if you speak its language. Learning "Mule" can be a far cheaper way of inspiring a pack animal not to run away the first time it meets undead, than having to spend 250 GP for training it or 150 GP for buying barding for it, so it won't feel so vulnerable.

Continued on Overleaf

Finally let us look at the Common tongue. As mentioned before, the Rules lay down "most humans and some (20%) other creatures and monsters" know it. I doubt if they speak it with the same accent or even quite the same grammar or vocabulary. West coast fans play that most humans also have some other language of their own, the one of their particular native culture. It may be a current tongue such as Japanese or French or English. It may be a sub-species like Neanderthal or Merman. It may be a tongue from legend or from some fantasy or science-fiction work, such as Atlantean or Lankhmorian or Gorian. It may be a tongue from some geographical source like High Martian or Swampish or Shastan. Such people also speak Common, of course.

Still, dungeon-dwelling humans are apt to think in their personal tongues rather than in Common (an important point for would-be telepathic eavesdroppers to keep in mind). And such personal tongues can be used to make your human character more individualized, always a good thing to strive for.

Sometimes such a language characterization can pay off too. I was once in a party that encountered a formidable group of Morlochs. We resigned ourselves to a battle that would surely kill off most of us. But our leader, a Caveman Cleric of great Charisma, found to her delight that she could communicate with the Morlochs in Cavish. It turned out they were 60% mutually comprehensible. Enough for her to learn they were Neutrals, trekking down to a lower level of the dungeon and willing to leave us alone if we paid them a tribute of all the wine we were carrying. We paid them with delight and then went off to loot creatures we were more on a par with.

Alarums & Excursions is highly recommended for D&D'ers everywhere. Ed.

WARGAMING WORLD

Summer is upon us, and with the weather comes Convention fever. Game addicts have a number of fixes available to choose from.

June 4-6 LA-Northridge Campus of Cal State; contact Jim Blancher, 17323 Saticoy St., Northridge CA 91324

June 11-13 Detroit's MICHICON V; contact Bill Somers, 1654 Chandler, Lincoln Pk, MI 48146

June 19-20 MFCA Wargaming Con; Contact Jay Hadley, 918 Harry St., Conshocken, PA 19428

July 2-3 Bicentennial Wargaming Show, Rickenbacker AFB; contact Van Seigling, 222 Andalus Dr., Gahanna, OH 43230

July 23-25 ORIGINS II, Baltimore; contact Avalon Hill, 4517 Hartford Rd., Baltimore, MD 21214

Aug. 6-8 Gahanna Con; contact Van Seigling, above.

Aug. 20-22 GenCon IX, Lake Geneva, WI; contact Gary Gygax, 330 Center St., Lake Geneva, WI 53147

GenCon Update

This year's GenCon promises to be the biggest and best ever, with over \$450 in prizes, not to mention numerous trophies, ribbons, plaques, cups, etc.

The slate contains no less than 44 tournaments and seminars, running the gamut of boardgames, miniatures and role-playing games. The mammoth D & D miniatures game is covered elsewhere in this issue, but herewith is a listing of some of the more unusual events:

At this year's convention, the FIGHT IN THE SKIES Society will hold its semi-annual "Master's Game." This game, open by invitation only, pits the finest FITS players in the nation against each other in a single 10 player game. At stake for the winner is an engraved silver cup, reminiscent of the engraved cups awarded to German pilots in World War I.

For those with the racing spirit in their blood, Saturday evening will feature the giant "4 Hours of Le Mans" simulation. This large-scale race will be an enlarged and expanded version of Avalon Hill's classic LE MANS game. The game will run approximately 4 hours as an endurance test — just as the actual Le Mans race runs a full 24 hours. Up to 18 cars may compete, and if there is sufficient interest it is envisioned that up to 36 players may take part — two per racing team. This will allow driver changes just as in real life in order to create as much of the actual "feel" of the event as possible. In addition, there will be special rules for such other aspects as mechanical troubles, driver skills, and more. Organizer and judge for the game is Mike Carr.

There will be seminars by Fritz Leiber on S & S, and by MAR Barker on EPT/Tekumel, as well as a D & D seminar by Gygax, Arneson and Kuntz.

There will also be competition for the best organized (integral) unit of miniatures, to be judged by Gene McCoy, Editor of WARGAMES DIGEST.

Anyone wishing a full list of events, times, prizes, etc., should write to: Gary Gygax, 330 Center St., Lake Geneva, WI 53147.

The program will also contain a listing of lodgings, restaurants, etc.

See you there!
Aug. 20, 21 & 22, 1976

Magic & Science *Continued from Page 8*

device has a heat core power source and is able to analyze and counteract any spell sent at it. It is able to analyze up to 100 spells sent at it. Its primary form of attack is to analyze the hit points of its enemies and emit a double amount heat ray. These are used in the more sensitive areas of Atificer strongholds.

The computer's greatest weakness is its strict following of its program which can allow more intelligent beings to use logic to get around it. The possibilities and limitations of such a device should be obvious. This type device can be made in varying strengths and forms and present an unusual obstacle for the wargamer.

The reader will I am sure note that while the above is in a scientific vein its use can easily be put to a D & D campaign. Science does not have to be dull when a little imagination is applied. May the tide of magical refutation not drown out these small words.

The Search for the Forbidden Chamber

by Jake Jaquet

Stone. Stone roughly hewn and mortared by some long-forgotten hand, forms a wall. Another wall, possibly fashioned by the same hand, follows parallel, barely a shoulder's width away. A low ceiling bears down from above. Underfoot a loathsome slime collects in nauseous pools.

Darkness. Darkness so total it nearly gains physical substance. The air is heavy with the dank odor of rotting fungus and decaying wood. A massive beam gives a low, agonized groan as mere mortal handiwork gives to the relentless press of time.

Silence. Silence broken only by the faint echo of water dripping into some subterranean pool.

Suddenly a spark of light glimmers in the distance. The spark grows as the light feeds on the darkness. Sounds — out of place in the death-like stillness of the corridor — echo ahead of the light: the muted chink of mail beneath leather, an occasional metallic scrape of iron against stone, and the sound of regular but labored breathing.

And a voice. A voice epitomizing exhaustion and despair. A cry shrieking through the dank atmosphere, battering the stone of the passageway, and knifing away into the blackness.

"Damn it, Ralph! I told you we should have turned right at that last intersection?"

The small band was three in number: Dimwit the dwarf, 'Lumbo the elf, and Ralphedelonamious (Ralph) the wizard. Ralph raised his hand and the party halted as the aged mage peered into the darkness ahead.

"Well, aged mage, this is another screw-up for the ol' record book," observed Dimwit as he unslung his pack. "Oh yeah, a right turn, a flight of stairs, and we're back on the surface. Right!" The dwarf kicked his pack disgustedly.

The wizard walked ahead a few steps. "The ways have changed since last I traveled these passages," observed the

old magic-user as he stopped beside a pile of rubble and several black and white striped barricades with flashing orange lights bearing the legend Greyhawk Construction Co., Ltd.

"Oh, wow, man, let's take five and hassle this out," said 'Lumbo as he filled his pipe with leaf. "Anybody got a . . . ahh . . . light?"

"A council at this point would be wise," agreed Dimwit, producing a Zippo for 'Lumbo and a six-pack for himself.

"This is true," agreed the wizard. "I, for one, say we should proceed ahead and seek a new path of escape from these dreaded mines. What say you, O Master Dwarf?"

"I say pound leather back the way we came," responded Dimwit, tossing down a beer in one gulp. "What about you, Lumbo?"

"Ah, . . . how 'bout sending out for a . . . uhh . . . giant anchovie pizza?" asked the elf, loading another bowl.

Dimwit chucked his empty beer can in 'Lumbo's direction. The can missed its intended target and rolled noisily into the blackness behind them. "Cease thy childish play, Dimwit. Who knows what fell beasts lurk in these shadows," cautioned Ralph. No sooner than the words were out of the wizard's mouth than a rather large reptilian beast with the words "ECOLOGY NOW" written on its chest, lumbered into the light, crunching noisily on Dimwit's beer can.

"Hell's bells," cried Dimwit, "a Recyclesaurus!"

"Flee!" advised the old wizard, pulling on a pair of track shoes.

"Right behind you, boss," yelled back Dimwit, already 20 yards down the corridor.

"I'm on the road again," sang 'Lumbo, shuffling after the now distant pair.

With much huffing and puffing, Ralph and Dimwit slowed to a stop at a widening of the passageway.

"Thou art certainly fleet of foot, Bearded One," gasped Ralph as the pair sank to the floor to rest.



"Ran the mile in 3:58 in the NCAA regional before I got into the dungeon exploration business," admitted Dimwit modestly. "Hey, look!" exclaimed the dwarf, "there's a door in the wall, here!" Indeed, a large iron-studded oak door was set into the wall just ahead. "Let's check out what's on the other side. Maybe it's a way outta this hole." The dwarf eagerly jumped to his feet and tried the massive, rusty latch. "Shucks, it won't open," said the dwarf as the latch refused to give, and started beating against the door with his shoulder.

"Hold, Dimwit!" commanded the wizard, "this portal is inscribed with runes that bode of ill and dark danger." The wizard held his torch closer to illuminate a "Wallace for President" bumper sticker. "Perhaps this doorway is best left unpassed.

"Wow, man, what's happening?" came a voice from behind.

Ralph and Dimwit spun around, weapons ready. It was 'Lumbo.

"Lumbo, where the hell you been?" questioned Dimwit.

"Jus' diggin' on the rocks, man. You should see it, there're some really far-out green ones back there," said 'Lumbo, jerking his thumb over his shoulder.

"I think the rocks are in your head," muttered Dimwit. "Anyway, we're trying to get this door open, but it's locked."

"Well, why didn't you jus' say so, man? Here," said 'Lumbo, extracting a Master Charge card from his wallet, "allow me." The elf deftly slipped the plastic card between the door jamb and frame and slid it past the latch. The lock gave a loud "snick" and the door swung open easily.

"It's disgusting that you should know how to do something like that," criticized Dimwit.

"Tricks of the trade," shrugged 'Lumbo.

With 'Lumbo in the lead, the intrepid trio cautiously edged their way into the chamber beyond the door. "Hey, Ralph," called 'Lumbo, "like, these torches don't give off too much light, you know? How 'bout wavin' your wand a bit or somethin'?"

"The great arts of my order were not meant for such, mundane use," grumbled the old mage.

"O.K., man, you take the lead!"

The wizard quickly held his staff aloft and chanted an ancient formula. "Omygoshmygollyhubbahubbygax." Ralph made a motion with his staff.

The party's torches all went out.

"Jeez, some wizard," groaned Dimwit.

"Fear not, short stuff," countered the miffed wizard. "This artifact I have been carrying in my pack these many miles shall solve our problem." The wizard produced a curious device and set it on the chamber floor. "T'was created in an age long past by the peoples of the land of Eveready." The wizard touched a button at the top of the device and instantly the room was illuminated by a 1000 watt searchlight.

"Behold!" exclaimed the wizard.

"Such magic," observed Dimwit's awed voice.

"Heavy," agreed 'Lumbo.

The now brightly lit room revealed a splendor seldom seen outside the palaces of kings or west coast discos. The floor was made of gold veined marble, the beams in the ceiling were carved from rare woods, and rich tapestries hung from the walls. In the center of the room was a gold pedestal, upon which rested an elaborately engraved onyx box.

The group approached the dais slowly, marveling at the enigmatic black container.

"I cannot help but marvel at this enigmatic black container," said Ralph.

"Looks like a stash box, to me," observed 'Lumbo.

"Obviously it holds a treasure of great value," added Dimwit, reaching for the box.

"That's what I said," replied 'Lumbo.

"Hold!" commanded Ralph, whacking Dimwit's outstretched hand with his staff. "I have heard mention of this curious thing in some of the ancient lays. The tale is long in telling . . ."

"So skip it," mumbled Dimwit, massaging his hand.

" . . . but contains a warning worth hearing," finished the wizard, shooting a glance at Dimwit, that, if looks could kill, would have turned him into a basket case.

"Alright, already," grumbled the dwarf, "get on with it."

The wizard waved his hand, produced a Barcalounger, and sat down. Another hand wave produced a tequila sunrise, and the old wizard settled back to tell his tale.

"Long ago, when this world was still forming, there existed a race of beings much more advanced in the use of the powers of the universe than we."

"Wouldn't be hard," interjected Dimwit under his breath.

Ralph ignored the interruption and continued. "During this time, the Chutzpa, as they were known, forged the Great Dingus of Power. They used the Dingus for all their great works, and it sustained their very existence for eons. Then, in some fashion not told in the lays, the Dingus was lost, and the civilization of the Chutzpanians was no more. It is said that he who once again holds the Dingus shall inherit the power of the Chutzpa and rule the world in their place."

"So what's the problem? I could get off on being a world ruler," said Dimwit.

The old wizard stirred his drink and continued. "The Dingus was eventually discovered by a common peasant who used its powers to make himself the person we now call King Glub VIII. Determined not to let anyone else capitalize on his good fortune, Glub had the Dingus hidden away in the lowest level of his castle dungeon with many traps and protective devices to guard the way. The key to the first door of the Great Vault where the Dingus was kept was placed in an onyx box such as the one we see here. However, the key was inlaid with a spell of great power to protect it from the touch of anyone but Glub. The lays are vague on this point, but it is believed that either the person touching the key will turn to dust or have a sudden craving for pistachio ice cream. That is why we must proceed with extreme caution," said the wizard as he finished his tale and his drink at the same time.

"Hey fellas, look at this!" exclaimed 'Lumbo. While Ralph had been relating his tale to Dimwit, 'Lumbo had opened the box and pulled out a curiously shaped key on a gold chain. "What a neat pendant!" Before Ralph or Dimwit could shout a warning, 'Lumbo hung the key around his neck. "Wow, what a rush! Anybody got any pistachio ice cream?"

Dimwit and Ralph exchanged knowing glances and started towards 'Lumbo. Suddenly, however, several previously unnoticed panels in the walls slid open and a hoard of dark figures emerged, swinging half empty bottles and singing off-colored limerics.

"Aieeee!" cried Dimwit, "winos!"

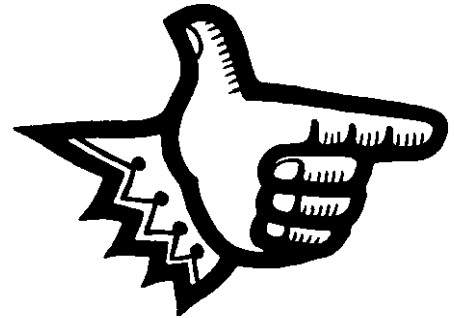
"Flee, before we are 'spare changed' to death," warned the wizard.

"What about my ice cream?" wailed 'Lumbo, as the winos, half-crazed on cheap muscatel, staggered closer.

Well, gentle readers, is this the end of the line for our fear-some threesome? Will they be able to escape the clutches of the foul winos? And what about Naomi? Be sure and catch our heroes next issue in: "Buddy, can you spare a dime?"

GenCon IX
 is featuring a knock-down,
 no-holds-barred, 64 man
 elimination tournament for fantasy
 miniatures enthusiasts. It promises to be
 one of the highlights of the convention.
 Len Lakofka, long time DIPLOMACY player,
 judge, publisher, et al, will be the judge.
 Many thanks to Mr. Lakofka for submitting not
 one, but two copies, and not making your kindly
 editor grovel any more than he did. The rules for this
 tourney published herein, are of his invention, and are
 fiendishly good. For want of a better name, we'll call them..

Len Lakofka's Fantasy Miniature Rules



Continued from Page 6

4. The magic swords that Gandalf and Thorin wield cause the Goblins to check morale as if a superhero was in their midst. This action will occur any time Goblins come within 3 inches of the swords.
5. The Elves are all spear armed. This will allow them first strike at all times, even in defense.
6. The Dwarves never need check morale when fighting Goblins.
7. At such time that they are so pressed, the Men may form a shield wall. This ups their armor defense to Armored Foot.
8. If the players so wish, they may use the man to man combat hit table. If you do so the sides have the following:
 - Goblins: Swords, Leather and shield
 - Bolg and Guard: Sword, Chain and Shield
 - Wargs: Equal to 2 Daggers, Leather armor
 - Thorin and Company: Sword, Battle Axe, Plate
 - Dain and Guard: Battle Axe, Chain and Shield

Dwarves: Battle Axe, Chain and Shield
 Elvenking: Sword, Chain and Shield
 Elves: Spear, Sword, Leather, some with Composite bows
 Men: Sword, Leather and Shield, some with Longbows

Bard: Sword, Longbow, Leather and Shield
 Bard's Guard: Same as Bard
 Gandalf: Magic Sword, No armor
 Beorn: 2 Flails equal, equal to Plate
 Eagles: Equal to Flail, equal to Chain and Shield
 Bilbo: Magic Dagger, Plate and The Ring

One final note: if anything is unclear to you please feel free to write me. If there is anything I missed (I'm sure there is something), make it up using common sense and Chainmail as a guideline.

Armor Class	Attacker Strength Level										
	Warriors, Spell Casters Clerics	1	2	3	4	5	6	7	8	9	10
		1&2	3&4	5&6	7&8	9&10	11	12			
10		1&2	3	4&5	6	7&8	9	10	11	12	
9		18	17	16	15	14	13	12	10	8	6
8		17	16	15	14	13	12	11	9	7	5
7		16	15	14	13	12	11	10	8	6	4
6		15	14	13	12	11	10	9	7	5	3
5		14	13	12	11	10	9	8	6	4	2
4		12	12	11	10	9	8	7	5	3	1
3		12	11	10	9	8	7	6	4	2	0
2		11	10	9	8	7	6	5	3	1	0
1		10	9	8	7	6	5	4	2	0	0
		9	8	7	6	5	4	3	1	0	0

Note; Armor class for types 8-1 can be made equal to Plate & Shield, Plate, Chainmail & Shield, Chainmail, Leather & Shield, Leather, Shield only, and No Armor if you wish. Armor types 9 & 10 can be assigned and used for humanoids and monsters etc. We recommend that some armor class higher than one be given to higher classes of Spell Casters.

If the above number is generated consult table one below

If the above number plus one is generated consult table two below

If the above number plus two is generated score a kill against the figure

If the above number is not generated there is no effect.

T a b l e
one;

1-15	Defender back 6 inches in good order, if no retreat count as a flesh wound
16-18	Defender receives flesh wound and retreats 8" in good order, if no retreat count as a serious wound. Wound must be treated within 4 turns or it will become serious. While wounded operate at two strength levels lower and one armor level lower. Wound may be treated by any spell caster or cleric or any commander of strength 5 or higher. Healing can only be achieved by a figure having a 'heal wounds' spell. If treated strength level goes up one and armor level goes back to normal after 2 turns. Moves at ½ speed.
19-20	Defender Seriously wounded and falls. Wound must be treated within 2 turns or the figure loses a kill from the 'to kill' column which can not be recovered. Thereafter the figure loses a kill every turn until dead. (Figures that only require one kill are dead outright, of course.) A seriously wounded figure may only defend himself if attacked. He may use one die only regardless of hit dice. He operates at 4 strength levels lower and 2 armor levels lower. (if such a strength reduction is below 1 treat figure as unconscious) Any Spell Caster, cleric or fighter of strength 5 (or higher) may treat a wound. The treatment prevents deterioration but only a spell of healing will cure the wound in three turns.

The undead, the undying and monsters can not be wounded in many cases except by special weapons. Monsters that can be wounded will only take a subtraction from their to kill column and a strength level reduction of one.

T a b l e
two;

1-6	Defender back 6" in good order as above
7-14	Defender receives flesh wound and retreats 8" as above
15-20	Defender seriously wounded and falls, as above.

Note; This treatment obviously implies simultaneous kills instead of cumulative kills in most cases. The two systems can be mixed with favorable results too!

Arrows and spears and axes

Range	designation	ARROWS				SPEARS			
		24" max	20" max	18" max	15" max	10" max	8" max	5" max	3" max
Point Blank		1-5	1-4	1-4	1-3	1-2	1		
Short		6-10	5-8	5-8	4-6	3-4	2-3		
Medium		11-15	9-12	9-12	7-9	5-6	4-5		
Long		16-20	13-16	13-15	10-12	7-8	6-7		
Extreme		21-24	17-20	16-18	13-15	9-10	8		
		6" max	7" max	5" max	3" max				
AXES									
		1	1-2	1	-				
		2-3	3-4	2	1				
		4	5	3	2				
		5	6	4	3				
		6	7	5	-				

Point blank, short and medium range fire of any time is straight line of sight shorts.

Long and extreme range shots of any type may be made over the heads of troops 4" from both the firing unit and the target.

There must still be a line of sight.

The strength of the hit missiles is as follows:

- The missile hits with one less hit die than the firing figure has
- The Strength of the hit is determined by the range
Point Blank hits are at ST +1
Short range hits are at ST

Medium range hits are at ST-1

Long range hits are at ST-2

Extreme range hits are at ST-3

Missiles fly their full distance in 1/3 of a turn.

Archers may fire two arrows per turn, one at the start of the turn, one at the ½ way point.

Spear and Ax throwers may redeem their weapons from dead bodies and from misses. If a weapon automatically returns to the firer it may be cast again next turn. If the firer is meleed by the time the weapon returns the weapon will attack the attacker!

A figure that is in 6" of being meleed will drop his bow and draw a sword or other weapon.

Hit Probability

Sum these points:

- For range: Point Blank +3, Short +2, Medium +1, Long 0, Extreme -2
- For figures firing at the same target simultaneously +1 for 3rd and each subsequent.
- For enemy cover: none 0,25% -2,50% -4,75% -6,100% -9 (hard cover can't be hit)
- For Enemy movement: Stationary +2, walking 0, running -3 (a shield is 25% cover)
Cast a 20 sided die adding the algebraic total of the above. A 10 or higher is a hit.

Morale:

Every figure has a morale rating of from 1 (best) to 12 (worst). If the morale # is cast (or higher) the figure will NOT run. If he fails that number then he will do the following:

Miss by 1 back 6" in good order, may defend if attacked at full strength

Miss by 2 or 3 back 6" armor down 1 and strength down by 1 for 1 full turn

Miss by 4 to 6 back 9" in disarray. Loses all hit dice for three turns, armor down 2.

Miss by 7 or more Rout off the board with no recourse.

Cast 2 8-sided die.

For a spell to come to COMPLETION the Spell Caster must be stationary for a full turn AND be unaffected by attack. (thus if a spell is cast against him unsuccessfully his spell is **not** damaged.)

In simultaneous movement (both players writing orders) spells may be cast at the start of the turn. No effect of the spell is seen until the ½ way point of the turn. If a SC is stationary or only walking he may also cast a spell at the ½ way point of the turn in reaction to enemy action. Some spells cast at the ½ way point of the turn will take effect at the end of the turn.

Examples; A SC is stationary in simultaneous movement when 6 orcs appear from cover and move to attack him. Let's say he tries a fire ball against them. He begins his incantation at the ½ way point in the turn. If the orcs fall short of reaching him the fire ball (if successful) will leave his hand at the start of the NEXT turn and burn out at the turn's ½ way point. The orcs will see the ball at the start of the turn, will take a morale check if required, and may continue of the morale check is good. If they run or choose to run then calculate the SPEED of the fire ball in inches relative to their speed in inches in a half turn to see if it catches them. If they run they must run **away** from the fire ball. Remember that the SC CONTROLS the flight of the Fire ball and may have it follow them as long as they are in his line of sight. The orcs **may** scatter if they VOLUNTARILY run, if they fail a morale check they run in a pack! If the SC is meleed during the turn the FB is in motion the Ball will burn out at a range proportional to the fraction of the turn used. E.g.; orcs can run at the rate of 12"/turn. Thus ½ of a turn is 6" of orc movement, Let's say the FB (due to a die roll) is to travel 18". The SC is meleed after 4" of orc movement. So for 4/6 of the ½ turn the ball moves or 4/6 of 18" which is 12" and then the ball burns out.

If a SC is meleed during an incantation the spell is void and his strength level and armor level drop by 2 for the melee. E.G.; a SC tries a quicksand spell at the start of a turn and during the turn is attacked by orcs from the front and side. They are 9" away at the start of the turn and will not reach him until ¾ of the turn is over. At the ½ way point in the turn a die roll gives a 10" x 10" square of quick sand into which any figure will sink ¼"/turn and be reduced to walk speed minus 2"/½" of sand sunk into. The orcs attacking frontally are caught by the sand and reduced to their walking rate of 6"/turn minus 2". ½ of the turn is over so they may now move ½ of 6" minus 2" or only 1 more inch. The orcs then hit from the side and dispell the quick sand before the 3 turn duration comes into play. (Note; spells that have a **duration** phase DO NOT have to be maintained by the SC for the turns of the spell with the exception of the Pillar of Fire, the Water Beast and the Earth Monster. Thus Quicksand with a duration of 3 turns will stay 3 full turns even if the SC is meleed, killed, or begins a new spell on the next turn after the QS is successfully cast.) The orcs in the mire must still dig out of the dry sand into which they have sunk ¼ of an inch. The SC is down by 2 in strength and armor level against the orcs who attacked him from the side.

SC can 'sense' a spell being cast AT them the moment the incantation begins. They do not KNOW what the spell is until ½ of the turn is over however. If they choose to DISPEL MAGIC it may be cast at the moment of realization, the moment of knowledge of what the spell is, or 1 full turn after realization. Any spell in progress at the time of realization may be abandoned in favor of the Dispel Magic attempt but at a -3. Spell just begun at the moment of realization may be abandoned in favor of a Dispel Magic spell with no loss. If two SC attempt to cast spells against each other at the same time and both abandon them in favor of dispelling the other's spell then they have both wasted their turns.

Spells that do not deal with physical things or illusions of physical things will not show a result until ¾ of the turn is over.

Every time a spell is cast successfully the SC gains a +1 if he ever casts THAT spell again. You may require that a SC hold a wand, ring, staff or talisman to 'record' this success and gain the bonus. If 10 spells are cast in the same foreign area the SC may cast any spell in that area with no subtraction.

A spell caster may gain up to a +4 on any single spell in his own area of specialty, and a +3 on any single spell in another area. The **Dispel Magic** spell may gain a maximum +4 and does not count against any promotion to another level or bonus in the non-area of specialty. PROMOTION is based upon the accumulation of a +10 in bonuses from the successful casting of spells in a SC own area of specialty. The optional rule that bonuses may only be accumulated by storage in wands, staffs, rings and/or talismans is up to the players and judge. The -3 for spells not in a SC of specialty will be erased on all spells in that one new area of specialty if a +10 can be gained on spells within that area. (It has been suggested that 'failure' and 'insanity' be exchanged in position when casting a spell. This option may be used but it will produce a large number of insane Spell Casters!)

Staffs store spells of one type only, of any strength.

Rings will store ANY spell of high difficulty (Insanity 1-5 or worse)

Wands will store ANY spell of low difficulty (Insanity 1-4 or lower)

Talismans will store the spells of the elements OR the spells of Illusion

"Wizard hats" will store the spells of Charming and Enchanting.

Intrinsic spells of ALL SC cast a 20 sided die, add SC strength plus a bonus of +2.

Title	Insanity	Loss of Control	Success
Read a foreign language (not magic)	1-6	7-9 will give a false reading. 10-12 failure	13+
Read Magic	1-7	8-11 will give a false reading. 12- 14 Failure	15+
Detect Magic (automatic) (roll at start of game) (optional)	1-8	9-12 will give false readings 13-15 no ability	16- 19 within 2" 20-23 within 4" 24-29 within 6" 30+ within 8"
Treat wounds	1-6	7-9 will become serious 10-12 failure	13+ wound will get no worse
Heal wounds	1-9	10-12 will kill patient 13-15 no effect	16-24 will heal in 3 turns 25+ will heal in 1 turn

If Insanity is rolled on the die; Cast another die subtracting the SC's ST. 19-15 SC dies; 14-12 Turns against his own side. The judge will have him cast spells against his own side — he can NOT be cured. 11-9 SC becomes catatonic (If he is moved he will; die 1-7, turn against his own side 8-12, will follow 13-20). 8-5 All storage & bonuses are removed and drops three strength levels but lives and may cast spells in two turns. 4 or lower the Insanity is temporary. Cast an 8 sided die to see on which turn he will recover. In such a state he may defend his person at ST-2 and Armor-2.

Fantasy Rule Additions
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Here follows a list of Spells that follow the idea that a spell may or may not work and if it is successful it will have varying degrees of success. A Spell Caster (hereinafter SC) casting a spell in his own area of specialty gains a +3 on a 20 sided die. A SC casting a spell in another area of specialty loses a -3 on a 20 sided die. To determine the result, if any, of a spell algebraically add Specialty to Strength (strength range for SC is from 1-12) to a 20 sided die roll.

Title	Type of SC gaining +3	Insanity	Loss of Control	Success			
Fire Ball	Fire User	1-4	5-9 Any in 5" takes a hit at strength of SC (includes SC)	throw range	hit dice	strength	
Any of Strength 4 or lower must take a morale check to withstand (or advance) towards a fire ball.			10-12	13-14	12"	2	SC-2
			Failure	15-17	16"	2	SC-1
				18-20	20"	3	SC
				21-23	24"	3	SC+1
				24-26	28"	3	SC+2
				27-30	32"	4	SC+2
				31-33	36"	4	SC+3
				34+	40"	5	SC+3

Fire Balls (true and illusion) Control; The SC can control the course of his FB while it travels. He may cause the Ball to change course, however the following rules must be observed. Each turn can be made only after a 3" straight segment and only at a maximum turn of 45". The SC may thus track any individual target of his FB. Targets are considered to NOT be so agile as to duck the FB in the last 3" of flight. Fleeing targets or evading targets are restricted to as near a straight line flight as possible. The judge will rule on all disputes. Note; One does not evade **toward** the SC, ALWAYS away. FB diameter in a 25mm battle is 1¾", 40mm 2½", and 54mm 3½". FB dissipate when a target is hit. An illusionary FB has the same effect on morale as a real FB. FB increase to their full size after 4" of travel but can be seen as soon as they leave the SC hand.

Fire Fountain	Fire User	1-3	4-6	throw	range	hit dice	strength
	the fire fountain is a defensive spell that forms a single or concentric circles of fire about the SC.		SC himself takes 1 hit at his own strength 7-9 failure	10-14 15-18 19-22 23-26 27-30 31+	2" 2" 2" & 4" 2" & 4" 2", 4" & 6" 2", 4" & 6"	1 2 2 2 3 3	SC-2 SC-1 SC SC+1 SC+1 SC+2

Fire Fountains take shape at the ½ way point in the turn. Any and all figures passing into the circle(s) of fire takes the hit(s) listed in the table. If the SC is meleed by a figure getting through the circle(s) the circles dissipate from outer to inner in quarter turn intervals. Any figure getting a kill because of a fire circle takes a morale check at once.

Burn Wood	Fire User	1-3	4-8 SC own	Throw	Range	Effect
	Enchanted weapons get a saving throw. The # cast must be (18- strength of warrior) on a 20 sided die.		garments will flame at ST 6 with 2 hit dice. Staff and/or wand will be consumed! 9- 11 Failure	12-16 17-24 25-31 32+	Physical contact 6" range 12" range 16" range	Wooden shafted weapons including arrows will flame at once and be of no value. as above as above as above

The **Burn Wood** spell, if directed against a SC with a wand or a staff will be fought off even if the SC does not try to dispel the spell. A saving spell is used. 16-SC ST is the # needed for a save on a 20-sided die. If a dispel magic spell is tried and fails the Saving throw IS still taken. The Burn Wood spell may be tried to light torches, burn faggots, or burn doors. Doors sealed by magic will fight off the attempt at 16 — the ST of the closing spell. If the attempt to burn the door fails the SC's own wand and/or staff will burst into flame with NO saving throw!

E.G. if a SC (strength 5) locks a door, then 16-5 or 11 must be cast (or a higher #) to burn the door. If a 10 or lower is cast the wand/staff of the SC casting the burn wood spell will burst asunder.

Light	Fire User	1-3	4-6 SC takes a hit at own ST 7- 10 Failure	Throw 11-16 17-21	12" 12"	Effect diameter Circle of light diameter circle of light that will blind opponents in circle of ST 4 or lower for 3 turns. circle of light blinding ST 5 or lower for 3 turns circle of light blinding ST 6 or lower for 3 turns
				22-28	18"	
				29+	24"	

Pillar of Fire	Fire User	1-3	4-7 will attack SC at ST 6 with 2 hit dice for 2 turns 2 turns 8- 10 Failure	throw 11-15 16-19 20-24 25-29 30+	move 9" 12" 15" 18" 24"	strength 6 6 7 8 8	hit dice 3 3 3 3 3	to kill armor 2sim. 2sim. 2sim. 2sim. 2sim.
	SC must control pillar while it exists. If he does not it dissipates							6 7 8 8 9

Black Fire	Fire User	1-7	8- 11 Take hit on self and all in 6" with 2 HD at ST+1 12- 14 Failure	15-18 19-22 23-26 27-30 31+	6"dia. 8"dia. 10"dia. 12"dia. 14"dia.	12"/turn 3HT at ST of SC 15"/turn 3HT at ST+1 of SC 18"/turn 4HT at ST+1 21"/turn 4HT at ST+2 24"/turn 5HT at ST+2
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Lightning Bolt	Fire User	1-5	6-10 Any in 6" will take two hits at ST of SC (incl. SC) 11 - 13 Failure	14-17 18-22 23-26 27-29 30+	18" 24" 30" 36" 48"	3 hit dice ST=SC 3hit dice ST=SC+1 3hit dice ST=SC+2 4hit dice ST=SC+3 5hit dice ST=SC+4
	LB are 1" wide and 9" long When first figure is hit LB will then extend 9 more inches. Thus range limits are 18+9 to 48 + 9!					

Spells of the Elements

Title	Type of SC gaining +3	Insanity	Loss of Control	Success	throw #	Eff.	Duration	Type Eff.	Range	
Cold Wind	Elementalist	1-3	4-6 will 'freeze' SC for 2 turns 7-9 Failure		10-15	1-6	2 turns	ST3or lower	8"	
	'Frozen' figures have no hit dice but the TO KILL & ARMOR rating both go up +1 while frozen. Note: Dragon breath will take a hit on frozen figure if a kill is scored will defrost victim.				16-20	1-8	3 turns	ST4or lower	12"	
					21-25	1-12	3 turns	ST5or lower	16"	
					26-30	1-20	4 turns	ST6or lower	20"	
					31+	1-20	4 turns	ST7or lower	24"	
Water Beast	Elementalist	1-3	4-6 Beast attacks SC at ST 6 with 2 hit dice for 2 turns. 7-9 Failure	throw	range	move	strength	hit to armor		
	SC must be within 6" of a body of water that is 6 square in. in surface area or larger. Beast may battle in water as well as out. SC must control while in existence.			10-14	9" from H2O	9"	6	2	2 sin.	8
				15-19	12"	9"	7	2	2 si.	7
				20-24	15"	12"	8	2	2sim.	8
				25-29	18"	15"	8	3	2sim.	8
				30+	24"	15"	8	3	2sim.	9

Quick Sand	Elementalist	1-5	6 -10 Quicksand within 6" all around for 3 turns. Sink at the rate of ¼"/turn. (25 mm figures 1/8" 54 mm figures ½" 40 mm figures 3/8") 11-13 Failure 3 turns if not dug out, Buried figure may NOT aid in digging!	throw range	Sink per Turn 14-16 6" 17-19 10" sq. 20-24 16" sq. 25-31 20" sq. 32+ 24" sq.	Duration 3 turns 3 turns 4 turns 5 turns 5 turns	Dispel Magic. If a spell is directed AT a SC the SC may always try to dispel it at once. If the EFFECT of the spell (such as a water beast, Fire Ball, Quick Sand, etc.) is not directed at the SC he must be within 18" of the adverse SC or of the effect of the spell to attempt a Dispel Magic spell. Thus if a FB is cast at a friend 9" from the SC but the caster is 24" away the friendly SC may attempt to dispel it only after it gets within 18" of the SC himself.								
Earth Monster	Elementalist	1-4	5-8 Earth attacks SC at his own ST with 3 hit dice! Elementalist must control EM at all times. If SC is meleed or tries another spell EM will come back to attack SC. Once out of control a dispel magic spell will have to be used.	throw duration	Strength 6 7 8 8	Hit to Armor Dicekill 3 2sim. 8 3 3sim. 8 4 3sim. 9 4 3sim. 10	Sleep Charmer & Enchanter 1-3 4-6 puts self to sleep for 2 turns 7-8 puts ALL on his side within 5" to sleep 2 turns 9- 11 Failure	throw 12-15 16-19 20-24 25-30 31+	# 1-4 1-6 1-8 1-12 1-20	eff. 1-4 1-6 12" 1-12 20"	Range 8" 10" 12" 16" 20"	Savable ST2-3 with a 10+ ST4-5 with a 5+ ST2-3 with a 13+ ST4-5 with a 10+ ST6 with a 4+ ST 3 with a 16+ ST 4 with a 13+ ST 5 with a 10+ ST 6 with a 7+ ST 7 with a 3+ ST 4 with a 16+ ST 5 with a 13+ ST 6 with a 10+ ST 7 with a 7+ ST 5 with a 16+ ST 6 with a 13+ ST 7 with a 10+ ST 8 with a 7+			
Strengthen of Armor Self or one other	Elementalist	1-3	4-7 Drop armor level by 2 8- 11 Failure	11 - 15 armor level up 1 16-20 armor level up 2 21-25 armor level up 3 26-30 armor level up 4 31 + armor level up 5			Paralyze Charmer Enchanter 1-5 6-9 paralyze self until another SC re-moves spell. 10-12 Failure	13-18 19-24 25-30 31+	Range 8" 12" 16" 20"	# 1-4 1-6 1-8 1-12	Eff. 3 or lower 4 or lower 5 or lower 6 or lower	ST eff. 2 turns 3 turns 4 turns 5 turns	Duration 2 turns 3 turns 4 turns 5 turns		
Water Walking	Elementalist	1-3	4-6 will sink after walking for 3 inches. Only ST 4 or higher can swim with chain or heavier armor 7-9 Failure 3" out on water. All will move on H2O at regular walking rate. If attacked while on water may fight. If SC is attacked he will lose control of the spell at the END of the full turn.	Throw 10-12 13-16 19-24 25-30 31+	# that may walk on H2O SC only SC+ 1-4 SC+ 1-8 SC+ 1-12 SC+ 1-20	Duration 3 turns 3 turns 3 turns 4 turns 5 turns	Title Type of Spell Caster gaining +3 Insanity Loss of Control success	Open or lock Open or Lock Portal Charmer & Enchanter Charmer & Enchanter 1-3 1-3 4-6 do the opposite of what you are 4-6 do the opposite of what you are trying so as to create a second spell 7-9 failure	throw 10-12 throw 10-12 13-18 19-25 26-30 31+	close against 3 or lower close against any of ST 3 or lower 4 or lower 5 or lower 6 or lower 7 or lower	open against any of ST 4 or lower 5 or lower 6 or lower 7 or lower 8 or lower				
Thunder-storm	Elementalist	1-7	8-11 take hit with 4 HT at ST +2: 12- 14 Failure Rain from this storm quenches any fire spell. Lightning will strike at variable ST and HD.	throw 15-20 21-26 27-31 32+	bolt/turn 1 2 3 4	hit dice 2 3 3 4	Strength ST ST+1 ST +2 ST +2								
Spells of Charming +/0 Enchanting								Doors locked by magic may be opened by physical strength. A warrior's strength must be two levels above that of the ST used to lock the door by magic, a Cleric three levels higher and a SC 4 levels higher. Only ONE figure may try a door at one time. If multiple figures try a door the lesser figure(s) takes a hit at the strength of the door spell and MUST move back 6". A player who fails to open a door is never told the ST of the spell.							
Spell Title	Type of Spell caster gaining +3	Insanity	Loss of Control	Success				Haste	Charmer & Enchanter	1-2	3-5 slow all on own side within 8" by 3" for 3 turns 6-8 Failure	throw 9-12 13-18 19-25 26-30 31+	range 6" 8" 10" 12" 16"	bonus in inches 3" 5" 7" 9" 12"	duration 3 turns 3 4 turns 5 turns 5
Charm Being	Charmer & Enchanter	1-4	5-9 Put self into state of Catatonia for 2 turns. The living can always be charmed. Monsters have a saving throw vs. being charmed. Must throw 16 minus strength to be saved. The undead & the undying must throw 12 minus strength to be saved. i.e. (16-ST) — roll of 20 sided die. SC must be within 12" of the being he is charming.	10- 12 Failure # Effected 2+ (1-4)	lower ST3or	3 turns	Will attack own troops of ST 4 or higher at a ST factor of -2. In none to attack within 8" will become catatonic. As above ST 5 or higher. As above ST 6 or higher. As above ST 7 or higher.	Charm Weapon Sword, Ax, Spear OR 3 arrows	Charmer & Enchanter	1-4	5-8 destroy weapon SC & Warrior take hit ar ST of SC 9- 11 Failure	Sword 12-17 +1 to ST 18-23 + 2 to ST 24-29 +3 to ST 30+ +4 to ST	Spear/Ax +1 to ST +1 to ST & self ret. +2 to ST & self ret. +3 to ST & self ret.	Arrows +2 to Accuracy +2 to Accuracy +1 to ST +3 to Accuracy +1 to ST +3 to Accuracy +2 to ST	
Dispel Magic	Charmer & Enchanter	1-4	5-8 Intensify adverse spell. Judge will rule. 9- 11 Failure	Throw 12-14 15-17 18-21 22-26 27"	Effect Free self from spell's effect Free self and those in 4" Free self and those in 8" Free self and those in 12" Dispel completely										

Spells of Illusion

Additional Spells

Title	Type of SC gaining +3	Insanity	Loss of Control	success	
Levitation	Illusionist	1-4	5-7 will rise only to fall taking a hit at SC ST 8- 10 Failure	11-14 15-18 19-22	Will rise 2" only SC will rise 4" SC or any other figure will rise 6" SC or any other figure and may move laterally next turn at 3"/turn
			Levitation is for a three turn period if no lateral movement possible. Will come to earth automatically during 4th turn. If lateral movement possible add 1 turn.	23-27 28+	rise 8", SC and/or any two figures. laterally at 6"/turn rise 8", SC and/or any three fig., laterally at 9"/turn
Illusion of Earth Monster, Pillar of Fire, OR, Water Beast	Illusionist	1-3	4-6 Will attack SC at ST 6 with 3 hit dice! 7-9 Failure	throw 10-16 17-23 24-30 31+	who will see ST 3 or lower ST 4 or lower ST 5 or lower ST 6 or lower
			If created it will move as if it were the beast in question. Beast has the properties of the beast in question against any who 'see' it. If attacked by any figure of strength greater than the strength given (who see it as an illusion) it will dispel at once.		
Invisibility	Illusionist	1-3	4-7 Take hit at SC ST 8- 10 Failure	11-15 16-20 21-25	Self for 4 turns Self and 1 within 3" for 4 turns Self and 1 within 3" for 5 turns OR self until reappear
			SC MAY cast another spell while invisible at a -2 (over and above normal bonuses or subtraction). If new spell fails SC becomes visible.	26-30 31+	Self and 1 within 3" for 6 turns OR self until reappear Self and one in 3" until reappear
Bravery	Illusionist	1-3	4-6 Own side loses 2 from morale rating if within 10" of SC. 3 turns. 7-9 Failure	throw 10-14 15-18 19-22 23-26 17-30 31+	# Eff. Range Morale Duration Change 1-4 6" +1 2 turns 1-6 8" +2 3 turns 1-8 12" +4 3 1-12 16" +5 3 1-20 24" +6 4 turns 1-20 36" +7 4 turns
			Note: the morale change is added to the die roll.		
Blindness	Illusionist	1-3	4-7 own troops of ST 5 or lower blinded within 8" (includes SC) 8- 10 Failure	throw 11-14 15-18 19-22 23-26 27-30 31+	range those blinded Duration 8" ST 2 or lower 3 turns 10" ST 3 or lower 3 12" ST 4 or lower 3 14" ST 5 or lower 3 16" ST 6 or lower 3 20" ST 7 or lower 3
Fear	Illusionist	1-4	5-8 Own side subtracts from morale die roll. (-2) 8" For 3 turns. 9- 11 Failure	12-15 16-19 20-23 24-27 28-31 32+	6" -1 2 turns 10" -2 sub 2 14" -3 from 3 turns 18" -4 morale 3 22" -5 die 3 26" -6 4 turns
Fire Ball Illusion		1-3	4-6 Take a hit at strength of SC on self. 7-9 Failure	Only those that run are affected 10-16 17-23 24-30 31+	16" 1 SC-2 20" 2 SC-1 28" 2 SC 36" 3 SC+1

If spell succeeds all within range, check morale at once. In each subsequent turn, if the spell is still in effect, all within listed range of SC and having seen a kill of any friendly figure.

Spell of Clerics — cast at ST +2

Title	Catatonia	Loss of Control	success	
Repulse the Undead	1-5	6-9 Gives haste to undead +6"/turn for 3 turns 10-12 Failure	13-18 19-24 25-30 31+	Repulse all of ST 1 +(1-4) Repulse all of ST 2 +(1-6) Repulse all of ST 3 +(1-6) Repulse all of ST 4 +(1-8)
		Cast at a range of 15" or less. If successful, affected undead may not come within 12" of cleric for 3 turns.		
Dispel the Undead	1-8	9- 11 Made undead 1 ST level stronger 12- 14 Failure	15-16 17-19 20-23 24-27 28-30 31+	Dispel ST1+(1-4) ST2+(1-4) ST3+(1-6) ST4+(1-4) ST5+(1-6) ST6+(1-6)
		Cast at a range of 9" or less. Note double effect of spell.		Repulse ST 2+(1-6) ST 4+(1-6) ST 5+(1-6) ST 6+(1-6) ST 7+(1-6)
Raise the Dead	1-9	10-12 Take 4 hits at ST +2: 13-15 Failure	16-19 20-23 24-27 28-30 31+	Raise 1-4 of ST 1-1 (1-4) Raise 1-4 of ST 2+ (1-4) Raise 1-6 of ST 3+ (1-6) Raise 1-6 of ST 4+ (1-8) Raise 1-8 of ST 5+ (1-8)
		Takes two full turns to raise the dead. Cleric must be within 3" of dead for both turns. Dead can be raised if contacted within 3 turns of death only.		
Purify	1-6	7-9 Intensify 10- 12 Failure	13-18 19-24 25+	Cleanse for 3 turns in 6" Cleanse for 6 turns in 12" Cleanse for game in 18"
		Food, drink, potions, etc.		
		Light same as SC spell. Cast at ST +4		
		Treat wounds same as SC spell. Cast at ST +6		
		Heal wounds same as SC spell. Cast at ST +5		

Example of a Roster

Quantity	Morale	Type	Strength	Hit Dice	Armor	to kill	Movement
1	5	Wyvern	5	2	6	6 dum	16 Fly
30	12	Orcs	3	1	4	1	7 Walk 12 Run 12"
5	6	Trolls W Hammers	6	2	7	2 Sim	12"
3	6	Trolls W Battle Axe	7	3	7	2 Sim	12"
1	8	Nyderek the Nasty	5	1	5	5 Cum	8W 14 Run

Range & Reloads

4" 30
hit 2
ST4

14"
10

Special

morale
sk on
ST4 or
lower

morale
ck on ST
3 or
lower
morale CK
on ST4
or lower
Charmer &
Enchanter

Forces of Good

9	8	Elf Archers	4	2	5	3 Cum	8W, 14R
16	8	Elf Spear/Sword	4	2	5	3 Cum	8W, 14R
18	10	Dwarfs	3	1	4	2 Cum	7W, 12R
3	3	Elf Lords Spear/Sword Spear hits with 2 hit dice at ST 6	6	3	8	2 Sim	8W, 14R
1	4	Hero of Gondor	8	4	7	3 Sim	8W, 14R
1	6	Magician	5	1	6	6 Cum	8W, 14R
1	9	Enchanter	4	1	5	4 Cum	8W, 14R
1	9	Conjurer	4	1	4	3 Cum	8W, 14R

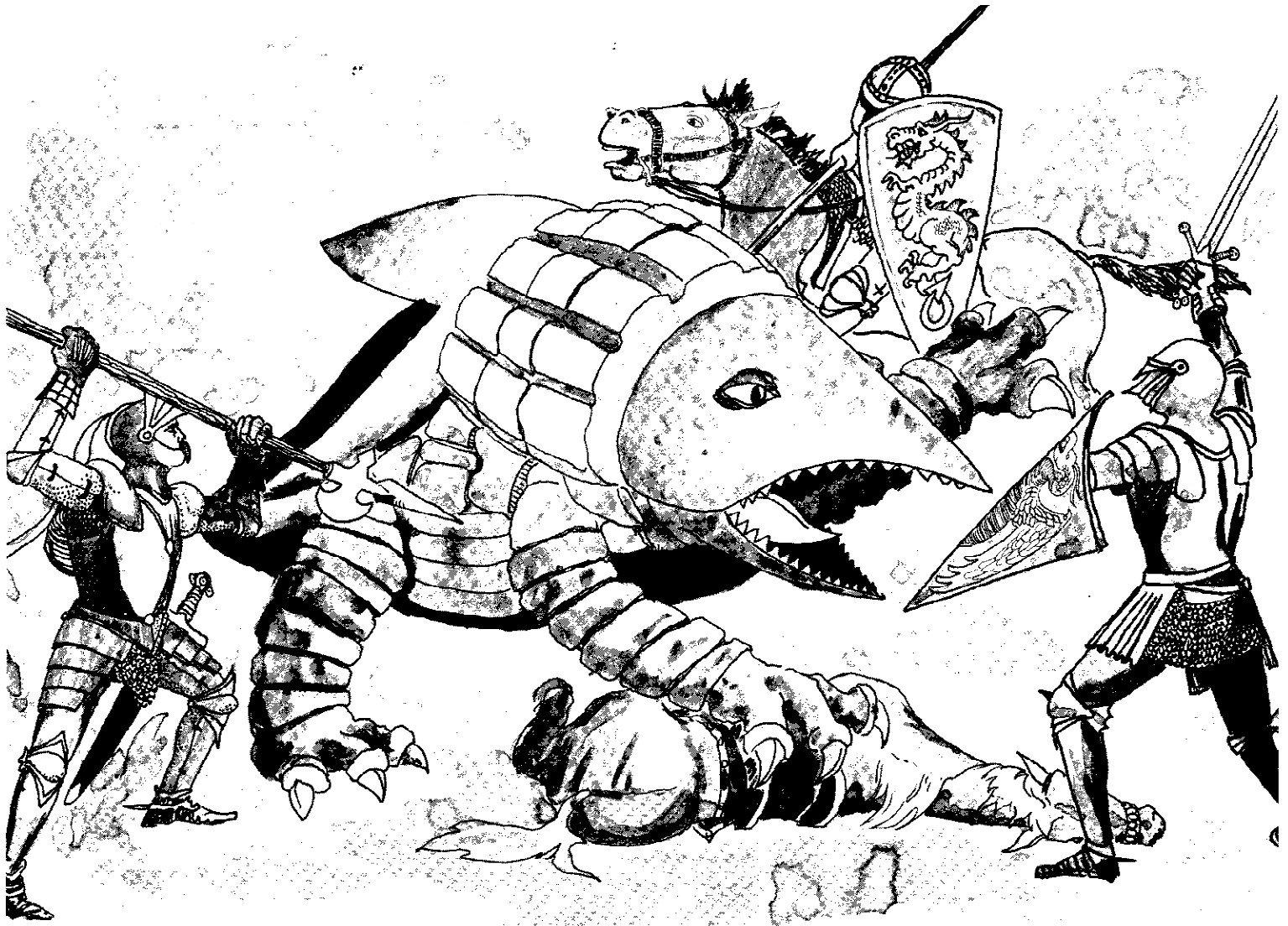
24" 12
7"

20" 10

8"
auto
return if
kill or
miss
8"
+1 Acc.

secret
doors 10+
Heal Wounds
Open portal
ata +7
+2 vs
water beast
Treat Wound
5 or lower
Ck morale
Illusionist
Fire User
Charmer.
Enchanter

CREATURE FEATURES



The Bulette (a.k.a. Landshark)

Number appearing — 1(90%)-2(10%)

Armor Class — -2

Move — 14"

Hit Dice — 6-11(8-sided)

Lair — 5%

Treasure — none

Magic Resistance — none

Mouth — 4-48 pts

Feet — 3-18 pts

Thought to be extinct until just recently, this horrifying apparition was cross-bred from armadillo and snapping turtle stock. It has the vicious disposition of the turtle, with the speed and digging ability of the armadillo. When full grown, they can dwarf a Percheron, being from 9-11 feet tall. They are very stupid, making them all the more dangerous and irascible.

Their nickname, that of the 'Landshark,' is well founded. They have voracious appetites, and will eat nearly anything, alive or dead. They show a marked preference for horses and mules, however, and have been reported recently marauding horse herds, and attacking even the best armed parties for the single purpose of eating the mounts. If hungry enough, they will attack virtually any one or any thing to satiate their ravenous appetite. Indeed, The Bulette seems to exist for the express purpose of feeding. They will not hesitate to attack and eat humans, though they are

not overly fond of dwarves. They are loathe to come near elves, alive or dead, but prize hobbits second only to horseflesh. They have been known to dig hobbits right out of their burrows.

They can jump up to eight feet with blinding speed, are masters at stalking silently, and nearly impossible (90%) to surprise.

When fighting, their primary method of attack is with their awesome jaws, said to be capable of biting the largest charger in half. Their claws are also formidable weapons, and when cornered or wounded, they can strike with all four feet, though they normally favor the front two.

The Bulette (pronounced boo-lay), has only two semi-vulnerable spots. The eyes are AC 4, but very small compared to the overall bulk of the monster. The other is the underside of the hinged portion of their back. The only time this area is exposed is when they raise their crest, something seldom done except in the fiercest of fights. This softer area is AC 6, but only about a foot and a half square. The scales behind their head are highly prized as shields, and their teeth are said to be extremely valuable. They are NEVER found underground. They are very rare, and only mated pairs, if such exist, will share the same territory. No young have ever been sighted. The smallest ever seen are of the six die variety. No one knows how or where the young are born or hatched.

MAPPING THE DUNGEONS

This issue will see only new DM listings. We will also list EPT DM's, if we are notified.

Robert Dudley, 10041 Warrell Ave., Glenndale, MD 20769

Martin Favorite, 74 Peacedale Rd., Cumberland, RI 02864

Chas Hickock, Box 465, Harrisburg, PA 17108

Jon Hoskey, 6624 13th Ave. N, St. Pete, FL 33710

Paul Jaquays, Box 247, Spring Arbor College, Spring Arbor, MI 49283

Joe Marshall, Jr., 1010-14 N Salisbury, W Lafayette, IN 47906

Mike McGrail, 4000 W Illinois, #107, Midland, TX 79701

David Mumper, Box 711 New England College, Henniker, NH 03242

Jason Saylor, 4933 York Rd., South Bend, IN 46614

James Siegman, 2805 Western, Pk Forest, IL 60466

Harry Smith, Jr. 33 E 17th Ave., #106, Columbus, OH 43201

Tony Watson. 201 Minnesota, Las Vegas, NV 89107

Hints for D & D Judges

Part 2: Wilderness

by Joe Fischer

Probably one of the main things that keeps D & D judges from turning their games from a good dungeon into an exciting campaign is a lack of a wilderness area. If Part 1 of this series helped you enlarge your game with a town or city, this article will enable you to map in the area surrounding, to build other cities, baronies, kingdoms, even whole continents crawling with monsters, treasure, and adventure. And from there it is a simple step to turn your castle game into a full fledged campaign. (Further information on campaign games will be given in Part 4 of the series.)

Outdoor maps can be done in several ways, but I will discuss only the three used most often.

First, there can be just one map made which only the judge sees; this way any special areas can be openly marked. Second, again only one map can be used, but instead it is laid out before the players during each outdoor adventure. This method does involve the problem of how to mark the special sections that the judge doesn't want his players to know about. The easiest way to get around this is to grid off the map, then list the grid coordinates of special regions on a separate sheet of paper. Then when adventurers move in the wilderness it will be a simple matter to check out whether they have stumbled on something special.

Continued on Overleaf

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The third way is probably the most difficult way, the most interesting way for the players, and the most fun for the judge. [It is also the recommended way. Ed.] It requires two maps: one detailed with all the special treasures and areas marked on it, for the judge's use, and one vague map where only major geographical features and cities are shown, and not always where the judge's map shows them to be. This map represents what the players know from the slight amount of information they can pick up in the town they are in.

For the first attempt it is best to stay small; map out a barony or dukedom or an area of equal size. That way the map is detailed, less ideas are needed for strange areas, (truthfully, how many weird things can you find in the average barony?) and more time can be spent on setting up a key for the map. (It is best to use colored pencils and hexagon paper on the final draft, but pencil and regular graph paper is all right for planning out the map.)

Although this is a fantasy game, and anything can happen, stay away from putting swamps on mountaintops, and rivers that flow up and down over hills. And considering that the area that you are mapping out isn't probably more than 40 x 40 miles, at least for your first attempt, it will basically be one type of terrain with a few variations. (i.e. Mapping out a small barony, it is decided that most of the terrain is grasslands, with a small river flowing across the map, a few woods and small forests scattered around, and a hilly region that borders the eastern edge of the map which happens to be the foothills of a range of mountains to the east.)

Before you can begin to draw your map, you must first decide on several things; scale of the map, elapsed time of one turn, and movement rates for players. Before you start deciding, tho, take a look at pages 16-17 of Part 3 of **"Dungeons & Dragons"** which gives basic movement rates and terrain penalties for a five miles/hex and one turn/day map. From here you can probably calculate your own movement, turn, and scale.

Now that you are ready, you can start on the map itself. You should already have the area around your town and the dungeon entrances drawn out. These should be placed near the center of your map. (This isn't necessary on larger maps, but for this size it's good for the player-characters to be able to go in one direction some distance before they reach the edge of the map.) Now you can begin filling in the rest of the map. If you haven't as yet figured out a color key, the following suggestions might help:

Blue —	Water (different shades can be used to show depth)
Light Green —	Grasslands
Dark Green —	Woods, forests, etc.
Blue Green —	Swamp
Yellow —	Desert
Light Brown —	Hills
Dark Brown —	Mountains
Red —	Major Roads
Orange —	Minor Roads
Black —	Cities, towns, hamlets

And the following symbols should help:

Triangles —	Hamlets
Squares —	Towns
Circles —	Cities
Crosses —	Fortresses

In addition, stars of various sizes can symbolize different types of capitol or seats of government, while any of the above circled means a port of that size.

When drawing your map, first sketch in major terrain features. Rivers, mountain ranges, large lakes, seas, oceans, and so forth. Fill in the empty areas with smaller types of terrain, then begin placing your large cities, ports and capitals, and work your way down to the hamlets. Now finish off the map with your road network.

Remember, when judging wilderness adventures, use the tables in the beginning of booklet 2 of **D&D** for the number of monsters appearing. The wilderness is not a kind place (except in semi-civilized areas) and players are venturing into it at their own risk. In most cases, only very strong player-characters or large parties should be able to enter the wilderness with any sort of chance of surviving. It is true that weak parties can survive in the wilderness, but seldom for any length of time.

Any questions regarding this article may be addressed to the author (Joe Fischer) c/o THE DRAGON "Hints," POB 756, Lake Geneva, WI 53147, accompanied by SASE.

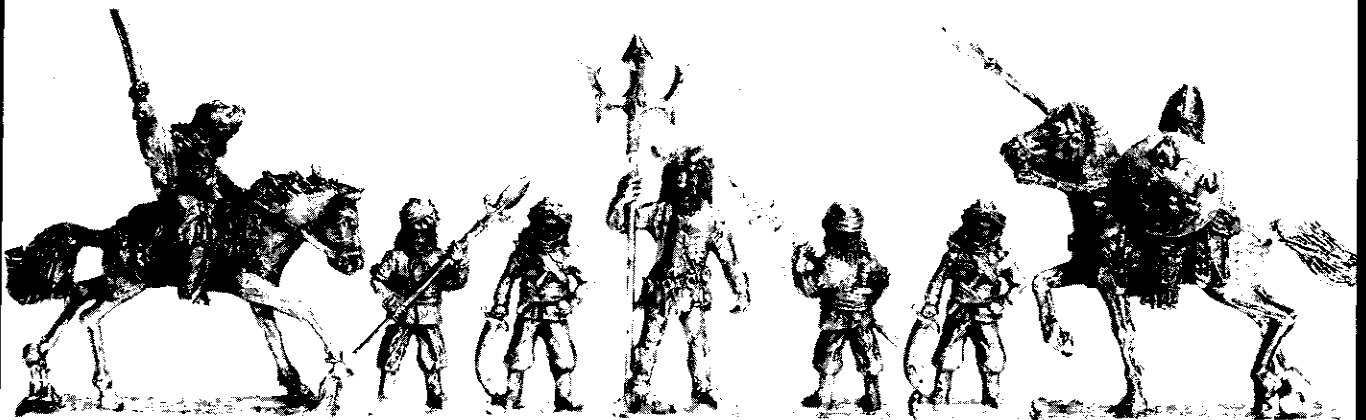


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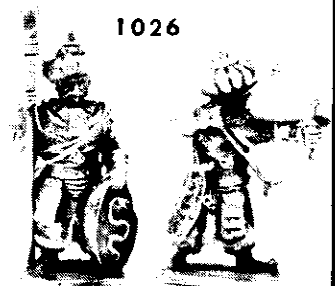
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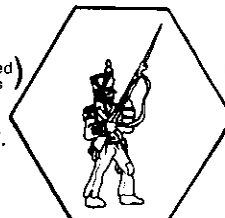


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MIGHTY MAGIC MISCELLANY

by Peter Aronson

Illusionist Additions

Level	Experience Points	Number of Spells and Levels						
		1	2	3	4	5	6	7
Illusionist, 11th	525000	5	5	4	4	3	1	—
Illusionist, 12th	700000	5	5	5	4	4	2	—
Illusionist, 13th	875000	5	5	5	5	5	2	1
Illusionist, 14th	1050000	6	6	5	5	5	3	2

Additional Spells

1st Level	2nd Level	3rd Level
9. Ventriloquism	9. Magic Mouth	9. Suggestion
10. Mirror Image	10. Rope Trick	10. Phantasmal Killer
11. Detect Illusion	11. Dispel Illusion	11. Illusionary Script
12. Color Spray	12. Blur	12. Dispel Exhaustion

6th Level

1. Mass Suggestion
2. Permanent/Illusion
3. Shadow/Monsters III
4. Programmed/Illusion
5. Conjure Animals
6. True Sight

7th Level

1. Astral Spell
2. Prismatic Wall
3. Maze
4. Vision
5. Alter Reality
6. Prismatic Spray

Spell Explanations

1st Level

Ventriloquism: As MU spell of name, but Range 9", Duration 5 Turns

Mirror Image: As MU spell of same name.

Detect Illusion: Detects any illusion for what it is. Range 6", Duration 3 Turns

Color Spray: A sheet of bright conflicting colors. They affect 1-6 levels of creatures, rendering them unconscious through confusion. (Note: for every 5 levels above Trickster the caster has obtained, add one to the die roll for amount of levels, the number never to exceed 6.) The distribution of the effect if there are more target levels than spell levels is semi-random, first one creature is fully affected, then another, till all the levels are assigned, there being no more than one partially affected creature. There is no saving throw vs this spell if the creature is fully affected, if all but one level is affected, it gets a normal saving throw, for every level unaffected beyond the first, it gets an additional +2 on its saving throw, in any case, it will not affect any creature above the 6th level. Range 24".

2nd Level

Magic Mouth: As MU spell of same name.

Rope Trick: As with MU spell of same name.

Dispel Illusion: This spell will automatically dispel any illusion caused by a non-Illusionist. Vs. those caused by Illusionists, it functions like Dispel Magic. Range 12".

Blur: The caster's appearance is highly blurred, making -2 on being hit, and +2 on saves vs wand and staves. Duration 4 + The roll of a 4-sided die.

3rd Level

Suggestion: Like the MU spell of the same name.

Phantasmal Killer: A spell that causes an illusionary horrible beast (formed from the subject's own fears) from whom any cut causes death. The beast is visible only to the Illusionist and its subject, it is immune from all attacks and barriers, as it exists only in its subject's mind. The subject may try to disbelieve it, to do so he must roll his intelligence or less on three 6-sided dice. If the victim has faced this kind of attack before, add +5 to his intelligence for purposes of seeing if it is disbelieved, if the subject is an Illusionist add +1 to his intelligence for purposes of determining if he disbelieves it, and if the subject is wearing a Helm of Telepathy, add +3 to his Int., and if he disbelieves it, he may turn the Killer on the Illusionist. If the subject is not expecting an attack, he is -1 on Int., if he is totally surprised, he is -3. Range 6".

Illusionary Script: A special form of writing that can only be read by he whom the Illusionist set it to be read by (like Magic Mouth), any others who attempt to read it must save vs magic or be confused for 1-6 turns. One spell is suitable for a full page.

Dispel Exhaustion: This spell temporarily gives its recipient the **illusion** of being well rested and healthy. It allows action without rest, however, after the spell ends, one must rest twice as much as has been missed. It also allows recently raised and badly wounded men to move about normally, but they take an additional 1-6 points of damage. Duration 4 Hours.

6th Level

Mass Suggestion: A broad area version of the suggestion spell, affecting 1-8 creatures or 1 creature at -4 saving throw. The same suggestion must be made to all on whom it is cast.

Permanent Illusion: As with spectral forces, but lasts until dispelled.

Shadow Monsters III: Like Demishadow Monsters, but 3/5 of the hit dice, and AC 7, and twice the Illusionist level in hit dice can be raised.

Programmed Illusion: A Form of Spectral Forces. It will perform pre-set instruction without the Illusionists directing it. Ex., A mantichore appears, circles the camp for 3 turns, screams, then flies off while the Illusionist escapes. Duration 12 Turns.

Conjure Animals: Same as clerical spell of same name.

True Sight: A polymorphed creature or object looked at with this spell will appear as it really is, superimposed with its present form. Also when looking at a person one may tell his alignment, class, level, and intentions. With it one may also see invisible, displaced, and astral objects. Duration level — 10 + roll of 6-sided die.

7th Level

Astral Spell: Same as MU spell of same name.

Prismatic Wall: Same as MU spell of same name.

Maze: Same as MU spell of same name.

Vision: When an Illusionist wishes guidance from those above, he formulates his question, then casts this spell. Random reaction dice are rolled, and +2 are added to the result. If a negative result is rolled, the Illusionist is quested to do some task, if a neutral result is rolled, then he gets information of use to him, but not what he asked for, if a positive result is achieved, he is told the answer in great detail.

Alter Reality: Like a limited wish, but it must be used in conjunction with an Illusion; an Illusion is first cast of what is wished to happen, then the spell.

Royal Armies of the Hyborean Age Additions

by Lin Carter and Scott Bizar

Royal Armies of the Hyborean Age includes national organizations for the major nations of the period. Requests from gamer/friends in both N.Y. and Texas have encouraged Lin and I to work out additional national organizations for several of the peripheral nationalities of the Hyborean Age. We appreciate this opportunity to publish this material through the pages of THE DRAGON. This article will list the national organizations of the Kushites and of Juma's Kingdom in Kush's region, as well as Khitai.

The Kushites are simple as they are organized in the same fashion as the Picts. Their army is based on Medium Infantry and as loose tribal units they would carry no banners.

Juma's Kingdom fields more of a regular army than the other black tribes could field. The units are distinguished by matching shields of animal hide. This is an all infantry army which would be able to maneuver in rough terrain so that the terrain rules written for the Picts would also apply to the Kushites and to Juma's army.

Juma based his army on large units of Medium Spearmen which would have regular B-Class morale. These units would be 36-48 figures and would make up 55-85% of Juma's army. They would carry hide shields and might have some leather armor. In addition to these medium units, Juma would field one unit of heavy guard spearmen. This Royal Guard would be distinguished by leopard shields and tall white plumes. As a guard unit, these would have A-Class morale and might wear Western style armor. The Royal Guard would be 36 figures.

Light Infantry Archers would serve in units of twelve figures and would be classed as "regulars" with B-Class morale. These would make up between 15 and 25% of Juma's forces.

Juma's Royal Guard would carry Juma's banner of a tiger on a red field. Other units of spearmen might also carry this banner while the archer units would not carry a banner at all. The following is the full breakdown for Juma's Kingdom:

Unit Designation	Type	Class	# of Figs.	Percentage of Army
Regular Infantry	MI	B	36-48	55-85
Royal Guard	HI	A	36	1 Unit
Light Archers	LI	B	12	15-25%

All Medium Infantry would also carry javelins which would be classed as hand thrown weapons. These can be thrown under the same rules that are used for the Picts and the Northern Barbarians.

KHITAI

30000 Points

Imperial Banner — Gold "S" shaped dragon on red field (carried by Imperial Cavalry & Chariots only)

Khitai is rich in both foot and horse archers. The bulk of the non missile infantry is city based garrison troops which are rated as medium infantry. A portion of these are pike armed to support the mass of the infantry from nomadic cavalry armies. In addition, the nobility of Khitai provide personal forces of well trained heavy infantry which could account for up to twenty percent of a field army in the service of Khitai. Thus, the breakdown for the infantry of Khitai would be as follows:

Unit Designation	Type	Class	# of Figures	% of Infantry
Light Archers	LI	B	12	10-20
Regular Foot	MI	B	24	45-80
Pikemen	MIP	B	24-30	0-20
Elite Companies	HI	A	24	10-20

Ancient Chinese figures serve well for archers, medium foot, and especially well for pikemen with bamboo type pikes. The heavy infantry can be Chinese or even more elaborate Samurai types. Each unit would have a uniform though there would be no army wide uniform type. The pike armed mediums would tend to wear off white shades while all others would wear pastel colors with their lacquered leather armor in red or black. Units would carry colored banners in colors of their city or noble. This is also their uniform color.

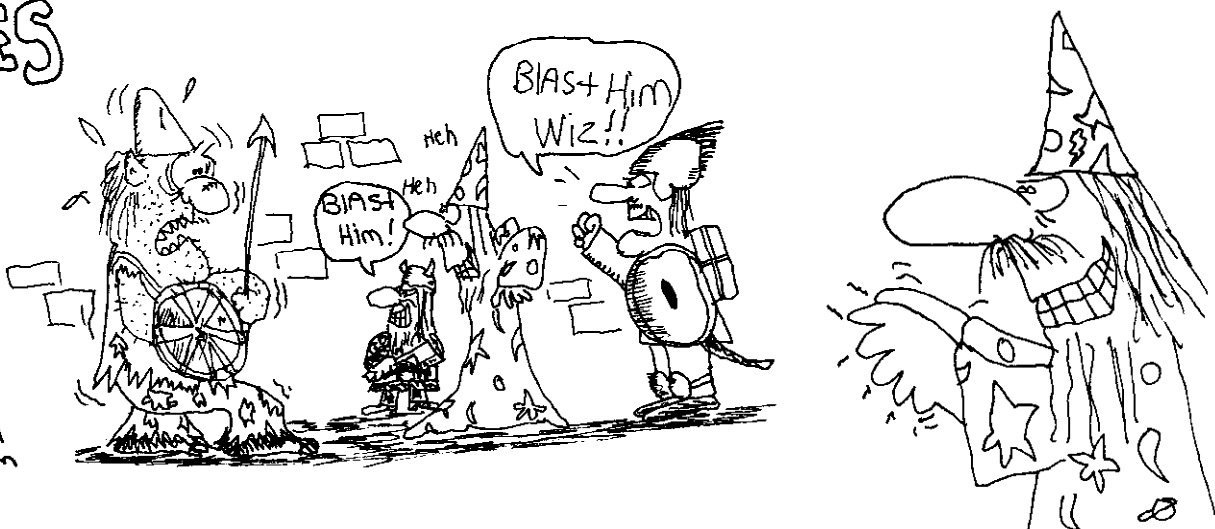
Cavalry would make up 25-30% of an army fielded by Khitai and it would emphasize the horse archers recruited from the nomadic outlying regions of the Empire. These horse archers would wear no uniforms and would really be more militia than regular in training. However, as these forces were born to the saddle, we rank them as regulars in terms of Morale Class.

In addition to these horse archers, Khitai had an elite force of Imperial Heavy Cavalry which was fielded by the Emperor.

Continued on Page 25

ADVENTURES
IN
FANTASY

Richard
Orbain



Continued from Page 24

This could also be supplemented by Regular Heavy Cavalry units from the personal forces of the various nobles. The breakdown for cavalry types is as follows:

Unit Designation	Type	Class	# of Figures	% of Cavalry
Horse Archers	MC	B	12-18	677
Imperial Cavalry	HC	A	12	20-33
Regular Cavalry	HC	B	12	0-13

Figures are available for both Chinese and Japanese heavy cavalry types. Only the heavy cavalry would have uniforms which would vary by unit with the colors similar to the uniforms of the foot troops. Some horses would be barded in red or black lacquered armor in leather. Horse archers carry yak tail banners as opposed to banners of heavy cavalry.

In addition to all of the troop types listed, the army of Khitai could field one chariot unit for each 1500 points of strength. These chariots could be either light or heavy chariots as described under Chariots in Royal Armies of the Hyborean Age.



ALL-STAR DIPLOMACY GAME TO BE IN LITTLE WARS

LITTLE WARS (our sister publication) will be featuring a PBM Diplomacy game, refereed by none other than Len Lakofka himself. According to Len, it will pit the strongest field of players ever in the same game against each other.

It will be reported upon each issue, with analysis and play-by-play. It promises to be a must for anyone interested in the game, master and novice alike.

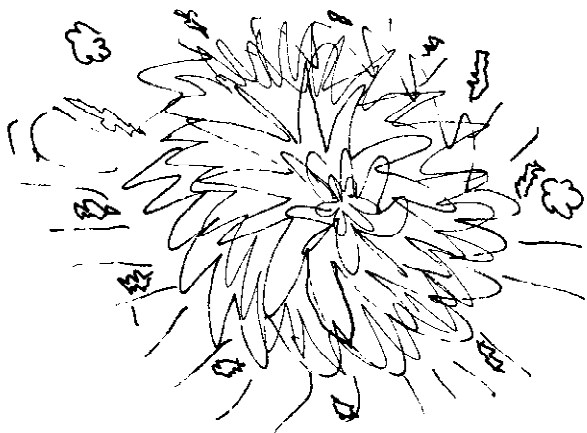


Continued from Page 23

Prismatic Spray: A stream of colored energy, 9" long, 1" wide. If any are hit by it, roll an 8-sided die, 1-7 are as if the target has passed through the corresponding layer in a prismatic wall, a roll of 8 means he has been hit by two colors, roll again twice, ignoring 8's.

Note: Illusionist may start manufacturing Illusionist scrolls, Illusion wands etc. at the 10th level. However at the 9th level, he may manufacture minor items such as talking puppets, toys, etc.

Note: Illusionists are +4 on saving throws vs things involving illusions or light.



HOBBITS AND THIEVES IN DUNGEON!

by Gary Gygax

We have found the game, **DUNGEON!**, to be most enjoyable when each participant plays a different piece. Thus, with the standard game, four makes the best match, and when the **Dwarf** and **Cleric** pieces are added six persons are able to play different pieces. (For details of these pieces see **STRATEGIC REVIEW**, Vol. II, No. 1, February 1976.) With the desirability of adding still more diversity to the game, as well as the desirability of allowing for up to eight different strategies to be played, the following two new pieces were incorporated. Subsequent games have shown both the Hobbit and Thief are viable competitors against the standard types, as well as against the two optional pieces mentioned above.

THE HOBBIT: The Hobbit piece moves only four spaces per turn. The Hobbit fights as either a Hero or an Elf, **whichever has the higher score to beat the particular monster**, and when rolling on the PLT a score of 11 is treated as a 6 or 8 score. However, the Hobbit is able to arm himself with seven **missiles**. Hobbit missiles are treated as spells with regard to combat, viz. there is no PLT roll if the Hobbit fails to kill the monster. The missile adds +2 to the Hobbit's dice score. As with a spell, he must indicate he is using a missile (any unused spell card will suffice), and missiles may be regained in the same manner as are spells, one per turn at the "Start" space. Hobbits are able to open Secret Doors on a die roll of 1-3. They ignore Traps just as a Dwarf does. The Hobbit needs at least 10,000 Gold Pieces in Prizes to win.

THE THIEF: The Thief piece is able to move six spaces per turn. It fights as a Hero, but on all attacks which are non-sequential upon the same monster the Thief adds +1 to his dice roll score (due to stealth and surprise), and if he fails to kill the monster the Thief ignores all PLT dice scores except 2 (he hides in the shadows to escape the monster or climbs out of its reach). If he ever attacks the same monster in two consecutive turns he loses all of the above benefits and fights exactly as if he were a Hero. On any attack score of 12 it is assumed the Thief has stolen the Prize without combatting the monster, and he may then take a bonus move of up to 3 spaces, but he may not engage in another combat. The Thief opens Secret Doors on a die roll of 1 or 2. All Traps, except those which transport him to a Chamber one level lower, are ignored by the Thief. In order to win the Thief must accumulate Prizes at least equalling 30,000 Gold Pieces value.



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"CLASSIC WARFARE"

Classic Warfare is a set of miniature rules for refighting battles during the ancient period of history. With this booklet you can fight any of the battles from the time of the Pharaohs to the era of Charlemagne. The scale of the game that you play is in the Tactical Level. This means that each figure used equals approximately 30 troops, each chariot 15 actual chariots and each elephant equals 5 elephants. The ground scale is such that one inch equals 12 yards and the time scale is one turn equals about one minute of scale time. The combination of the figure, ground and time scales gives the players a realistic battle during the ancient times.

The first few sections of the rule book are devoted to discussions of the "Game Scale, Figure Stands" and various "Definitions." These definitions are terms that are used within the context of the rule book. In the next section you are given the "Turn Sequence." Covered here are two different systems that players can use when utilizing "Classic Warfare." The two systems are "Move/Counter-Move" and the "Simultaneous

Movement System." The first system, "Move/Counter-Move" is actually the simplest system and players should only advance to the "Simultaneous Movement System" after they have played the game through a few times. This way they will be more familiar with the rules and be better equipped should any problems arise.

The next few areas are the most important sections of the rules. Here "Movement" of the different types of troops, different types of Terrains and their "Effect on Movement" and "Evolutions" are discussed in detail. Following these sections we come to the combat rules which are "Missiles and Melee." Unlike other rule sets these sections do not employ dice of any kind. Basically the Missile Combat system used takes the numbers of men firing times the defensive posture and type of troops and gives you an average casualty reading. Now at first glance this may not seem like a realistic, workable system but in reality it is. Let's say for example, that you have 10 figures firing a "simple short bow" from short range at enemy troops in a skirmish formation who are only defending with a large shield you would cause one enemy figure casualty. Actually, this is 300 archers firing and they would cause at least 30 casualties when firing at this type of skirmish formation. "Melee" combat is a little more complicated than "Missile" combat but is handled in much the same manner, without dice.

The last few sections that pertain to the rules are "Morale, Special Units and Optional Rules." In this period of history the personal commander played a greater role on the battlefield and

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this is taken into consideration in the "Morale" rules. In the "Special Units" section we can employ camels, elephants, artillery and chariots. Each of these units are covered in detail in this section. Finally we have the "Optional Rules," here we are given rules for "Pass Through, Opening Files, Observation, Rearming, Skirmishers Orders, Weather, Set Piece and Arriving Battles." Each of these rules can be added to a player's game in any manner that they wish.

The remainder of the rule book is devoted to "a study of the nature of the armies, arms and armour and tactics of various peoples." The time period covered here is from the Ancients to the early Medieval era. This Historical area of the rule book is divided into four sections with each one covering a different era. The four sections are "The Age of the Chariot, The Phalanx, The Legions and Iron Riders." Not only are you given Historical data for the different armies of each period but you also get Troop Mounting for the armies. This will save the gamer much research time.

Classic Warfare is a set of challenging miniature rules. Almost everything you can imagine is covered either in the main rules or the Historical sections. The Historical sections actually add much information for the gamer who is going to use these rules. In all, Classic Warfare is an innovative rule book for the ancient gamer of any era.

Available from TSR, P.O. Box 756, Lake Geneva, Wisc. 53147; \$10.00.

"CITADEL"

There is an entire fantasy game presented in this rule book. It can be played by using the counters provided or miniatures collected. The premise for the game is the forces of good versus the forces of evil who are in their stronghold, The Citadel. In this Citadel the forces of evil have hidden a talisman of some power and it is up to the forces of good to capture the talisman. Once captured they must retire from the Citadel to the outside world and then they have won the game. But, it's not as easy as it sounds and the forces of good do not always prevail.

Unlike other sets of fantasy rules that talk about mapping the areas your conflict is going to take place in, Citadel comes with 12 different levels already mapped. Up to six of these levels are used in every game and players can mix them up in any manner desired. All that these levels portray are different types of corridors that the forces of evil can lay their traps in. These traps consist of markers that are placed face down on the levels and represent pitfalls, sinkholes, doors, monsters of varying types and strengths and of course the talisman. Each of these markers contain point strengths and ranges of 350 to 450 may be deployed throughout the six levels by the forces of evil. The forces of good then choose the same amount of point strengths to represent their forces. These then are the two adversaries.

The game begins with the "entrance/exit" marker being turned face up and having three hero pieces enter the Citadel. These three hero pieces move and can activate monsters, pitfalls, sinkholes that the forces of evil have set up. Only up to five heroes may be in the Citadel at one time until the talisman is discovered. At this time all of the other heroes can enter the Citadel and try to help the heroes with the talisman escape. Also all or some of the monsters can move out of their hiding places as the forces of good try to exit the Citadel. It is at this time that a general battle takes place and in reality the decisions as to who will win or lose take place.

Every unit in the game has a zone of control and as such when it moves adjacent to another face down unit the moving unit must end its movement and combat may occur. The face down markers may never be examined until there is an enemy unit next to it. It is at this time that the hero unit gets the shocking revelation as to the type of monster, door, trap, dummy units or maybe even the talisman that it is now adjacent to. This leads to some interesting situations as parties may get separated and the forces of good never know what's around the next bend.

Combat is also handled in a simplified but unique manner in this game. All combat is hand to hand and each figure is given a durability of six wounds except the strongest monster which is given eight. When a figure has received half of its wound factors their combat strength is reduced to half. Wounds are inflicted on each player in the following manner. Each side adds the combat strength of the figures involved to 60. These two numbers then are subtracted from each other and the resulting numbers will be greater than 60 for the weaker side, lower than 60 for the stronger side or 60 if two equal figures are fighting. After this number is determined each side rolls a percentage dice. If the numbers rolled on the percentage dice are lower or equal to there is no wound inflicted. But, if the numbers you roll are greater by 1 to 20 one wound is inflicted, 21 to 40 two wounds and so forth. As you can imagine this can make for some quick but decisive battles as the game goes on.

The final section in the rule book deals with "Figures and Uniform Colors." Here there are many useful suggestions on where figures are available from and which are the best ones to use for the different characters. There are also many tips on the painting of your fantasy figures so that you can make them look as good as you want.

"Citadel" is a new kind of fantasy game. Simplicity and ease of play are the items that make this game fun. This coupled with the unit counters and maps gives you a game that can be played a couple of hours after reading the rules. Everything you need except the dice are right in the rule book. So, if you are a fantasy buff and want a challenging, fun and fast game, then roam the halls of the Citadel and see if you can gain your objectives.

This game is available from Fantasy Games Unlimited, PO Box 182 Roslyn, New York 11576 or TSR Hobbies, Inc., and retails for \$4.00.

"WHITE BEAR AND RED MOON"

This is a fantasy boardgame simulation based on the epic accounts of ages ago such as "The Iliad, Beowulf and Conan." In the introduction to the game we are told that "Fantasy is not so much a suspension of disbelief as it is an acceptance of our own unconscious." This is as true a statement as ever there was and the designer holds true to it throughout the entire game. Nothing unimaginable happens but there are a few unexpected results. This is what makes this such an excellent fantasy game.

The rule book is 60 pages long but don't let this overpower you. It may seem like a lot of material but if you take it section by section you'll find that you will be done with it in no time at all. You'll also have an excellent understanding of the game system that is used. The rule book is divided into four main sections with each section adding new characters and a higher degree of complexity to the game. The first and most important section of the rules is the "Basic Game." It is here that we are given all of the

Continued on Page 30

It is with great pleasure that we present the first installment of a great new fantasy novel. It is only fitting that it debut in this, our first issue. Join us, if you will, on the search for . . .

THE GNOME CACHE

by *Garrison Ernst*

*To my family who
bore up under all
this.*

PRELUDE

In the infinity of cosmic probabilities there stretches an endless succession of earths, this one being but one of the possible realities. Those in close proximity to our world are but little different from it, but countless alternatives to history exist, and as these co-worlds become more removed from this plane of reality so their resemblance becomes removed. There are, then, worlds which are gloriously superior to ours, some which are horribly worse, but most are merely different in some way. Far from our probability line is a world called by its inhabitants **Oerth**. It is very similar to this earth in many ways, but it is also quite different . . .

If the learned men of Oerth were able to tell you its geography they would say that in relation to our planet they are quite alike. Asia is a trifle smaller, Europe and North America a trifle larger — but the scientists (or rather philosophers) of Oerth are not able to explain this for two reasons: They neither know of the alternate worlds in Oerth's probability line nor do they have any sure knowledge of Oerth's geography outside their immediate areas. Likewise, Oerth has races similar in many respects to ours, and their migrations and distribution somewhat resemble those of our world, but their histories differ sharply from ours departing from our probability line some 2,500 years ago. Then the changes were but small, but over the intervening centuries the difference has grown so that there is now no resemblance between Oerth and Earth when the contemporary models are compared.

Oerth is backward in terms of our planet. It is a dreaming world. Socially, culturally, technologically it is behind us. When the probability line split there were other changes than those of an historical nature, and scientific laws differ also. What is fact on Earth may be fancy on Oerth and vice versa. So a strange blend of Medieval cultures exist in the known lands of Oerth, and what lies in the **terra incognita** of Africa or across the Western Ocean is the subject of much myth and supposition only. Ships which ply the waters venture not into such areas, and few are the souls hardy enough to dare expeditions east or south, for things as they are seem quite satisfactory as centuries of tradition prove.

But change comes to all things, even Oerth. Events were slowly shaping on Oerth, and change was coming whether it was expected or desired having no consequence on the inexorable. One young man was to play an important role in the multiplicity of actions which betokened the shift. He had no idea of his importance in the greater scheme of Oerth's order. . .

CHAPTER ONE

The group of shabby figures drew closer to the young dandy clutching a yard of glinting steel. As the rank moved they taunted the swordbearer:

"He won't do it," called one.

"It's he daren't swing," another replied.

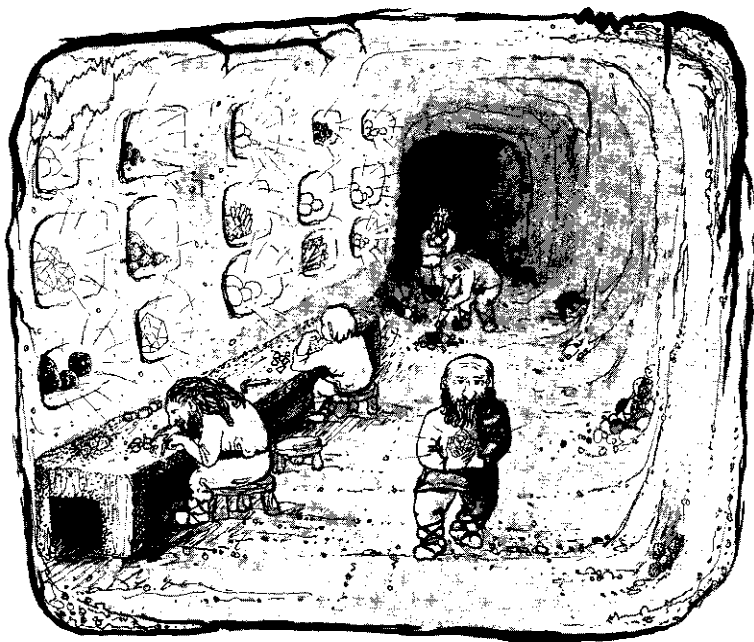
Face suffused with scarlet, partly from shame, partly from strain, the object of this combined attention heaved up the ponderous blade and brought it down with a whoosh. The target was cut nearly in two.

A shout went up from the admiring onlookers, while the doer of the deed acknowledged the acclaim with a nod. They had dared him to strike, and he had hewn the great sack of flour so that the fine white powder now besprinkled everything nearby and still trickled from the rent container. The tableau was shattered by a bellow of rage from a ponderously fat man who entered the warehouse just then:

"Ho there! Are we holding wassail here! Damme if I pay you villains good silver to stand around . . . off your asses and back to work!" Suddenly he spied the four besmirching those closer to the cloven sack. Instead of turning back to his usual station near the front of the place, Merchant Rodigast advanced with menace. At the current price of good white flour, someone had just thrown a week's wages around as if it were horse dung. His low tone of voice sent those nearby slinking away:

"Who split that?" pointing to the now trampled flour. None of the laborers replied, each suddenly finding he had many pressing tasks to immediately attend to. All save one who stood stock still, back to the bulking merchant. Rodigast flung out one of his meaty hands, cuffing aside a man who came between him and the figure.

"What in the Name of the Unnamable," Rodigast choked when he came close enough to see what had caused the damage. "You have a **sword** here in my place of business and have spoiled my goods! Now, master sword-wielder, we shall see who you are," and with that he spun him around.



"That's right, father, it is your errant son." The young man returned the red gaze of his progenitor, arrogant despite the dusting of white. "Calm yourself. Your jowls quiver, and surely such ire will bring on apoplexy."

Rodigast, believing his gross exterior, was a strong man in many ways, but there could be no trial of strength or wills between him and his only son. He seemed to deflate as he reached out and took hold of him, steering him away from the scene of the crisis.

"Dunstan my boy, why do you cause your poor old father such grief?"

"Old you grow, 'tis true, but never **poor**, father. You must be the richest man in Endstad — if not the richest in the whole . . ."

Now smiling paternally, Rodigast interrupted: "Start not that old chant again, Dunstan. Rich I am, as you shall be when you inherit this," and he swept his hands expansively to encompass the entire surroundings.

"And don't you begin that lecture again! I care not to become a grubbing tradesman — forever fretting over commerce and coin."

Certainly, certainly . . . but what other calling do you have?"

"You know quite well, for I have made it plain before. I am not cut out of the same cloth as the barnyard animals here. It is a wolf I am, a knight-errant to do valiant deeds!" Here Dunstan brandished the sword, forcing the fat man to move with alacrity to avoid being cut down.

Wiping his brow with a silk handkerchief, Rodigast returned to the task of placating his son: "Yet you have overlooked one small matter. Come now, put up that blasted blade, and let us share a cup of wine while we discourse once more on this matter. I am your father, and I have nothing but your interests at heart," and so saying he managed to remove the weapon to a safe place in the corner of the counting room. Unlocking a closet which guarded a tun of choice wine, he drew a great ewer-full and came back to where Dunstan sat brooding. When two flagons were before them Rodigast began once more:

"How can you hope for knighthood? Dunstan, you forget your station. While you are gentle-born, and above the commoners, you are not of noble birth. What noble would take you into his household as esquire?"

"If you would but supply the gold the Overking himself would be eager to have me!" Dunstan retorted heatedly.

"Bite your tongue, boy!" Rodigast hissed. "If His Exalted Majesty should hear of such utterances it would go hard with us both, and he has ears everywhere." He paused to gulp a great draught of the wine to stiffen his will, but the young man did not drink. "What is the matter with you? Drink! Wash your mind clear of the thought of me wasting good gold on such foolishness as you propose. I'll not give so much as a single scruple to any thieving nobleman, for it'd do you no good. You will become Merchant Dunstan, rich, and greatly respected in Endstad-town."

"Never!"

Seeing that his words were having an undesirable effect, the old man shrewdly changed the tack: "And of what the coins I have already so liberally sprinkled to buy you a Captaincy of the Watch? Have you not done well there? And **there** is no end to the opportunity which lies before you. In a few years, and with the House of Rodigast buying enough arms and votes, you can become the Captain-Commander of all the town, enforcing the laws of the Overking and ordering the defenses in time of trouble?"

"True, father, I thank you for your efforts in my behalf there. I was demonstrating to the workmen how it was that I clove the leader of that gang of cut-purses the other night when I smote

the great sack of flour," and laughing at the thought Dunstan quaffed from the flagon for the first time.

Groaning inwardly at the reasoning which caused his son to choose so valuable a commodity to demonstrate his prowess upon, Rodigast continued his reasoned discourse: "See, you have all the prospects of a valiant and honorable station here with me. And when you eventually tire of warlike pursuits you can become an Alderman, perhaps Lord Mayor . . . that is if ordering the many affairs of my estate do not interest you." The last insertion seemed not to rankle his son in the least, which pleased the merchant greatly. With a sigh of relief Rodigast decided to violate one of his strongest principles and get drunk during working hours. Father and son sat at the rough plank table through the long afternoon and well into the night until the entire cask of port was drained.

Dunstan gazed at the wavering face before him. *The fat old fool isn't all bad. He has drunk twice what I have, and he is no worse for it than I. Strong he is too, but nonetheless a fool. How can he think that I am taken in by his words? Talk of a 'warlike' position ordering a herd of stupid clods with pikes that they cannot even find the point-end of. Lead militia when there are no enemies to threaten . . . forever chasing footpads through the darkened streets when true men of knightly honor were abed, safe within their castles until another day should bring them chivalrous tasks to perform. You shall see, father. You shall see.*

The sand had long drained away from the upper bulge of the great hour-glass on the table. Rodigast, well into his cups, had not kept to his usual habit of religiously marking its progress and turning it. Time seemed to halt and studder to the young man, but he somehow managed to retain a portion of his reeling senses. He pretended to gulp the wine while he barely sipped it, and finally the mound of flesh opposite him slumped forward upon the planks. Dunstan forced his attention to focus as sharply as possible, listening to his father's breathing and watching for any sign of returning senses. Rodigast's mouth remained open, and horrid snores continued to issue forth periodically — along with a pool of purple-stained saliva. Shaking his head to break the spell and to regain some of his faculties, he heaved himself to his feet and lurched around to where his father slept. Despite his fumbling hands he did not awaken him as he fished the ring of keys from the pocket of Rodigast's velvet tunic. Clutching this prize with utmost joy, Dunstan left his father where he lay. There was much to do before this night was out.

It was near midnight. From the watch passing in a nearby alley Dunstan learned both the hour and the route he must follow in order to avoid being seen by them. There were advantages to being one of their captains at that! He hastened through the shadows seeing no one. Arriving at the wall of his own dwelling he did not enter through the door. Instead Dunstan slipped to the corner and clambered up the stonework as if it were a ladder. Thank whatever gods watched for the fresh air clearing his head — that and the long practice that many assignments had brought in getting into and out of his chambers unseen.

The small window he had left ajar admitted him easily, and he lowered himself softly to the floor. From a chest he took the garments he had long stored for this day — linen shirt, doeskin breeches and jerkin, a leathern jack studded with iron, and high boots of soft hide. These were rough clothes but serviceable. They would serve until he could gain the more fitting apparel of an esquire. Dressed, the silent youth took a thick cape from a peg near the door and wrapped it around a wide belt which held his dagger. Damn! He had forgotten his sword and sheath at the warehouse. Blast that interfering drunk. There was no help for that now. Hoping that he could buy one along the way, as he must likewise purchase a steed, Dunstan set about completing his af-

fairs. A few odd personal items he added to the bundle made from the cloak, and he crept stealthily from his room. A couple of steps brought him to the door of his parents' room which he eased open carefully lest it squeak, leaving the bundle outside.

Inside the room his mother stirred behind the curtains of the bed but did not waken. Dunstan lowered himself to hands and knees and crawled to the bedside. With utmost care he reached under and drew forth a coffer of oak, bound about with metal bands. He took the ring of keys from the pocket of the jerkin, selected the first one upon it by feel, and with a little trouble managed to fit it into the lock. It would not turn. Another and another he tried, but none would budge the tumblers. Dunstan was near frantic, but with great effort he calmed his wine-frayed nerves and considered the problem. One of the keys **had** to fit the strongbox, the safe-place where his father kept gold and silver for common operating expenses. Oh, how he wished he could lay his hands on the wealth that Rodigast stored with the bankers of Endstad! This was getting him nowhere. He must leave soon in order to be well away from the town before first light.

Taking each key in turn he rubbed them against his nose and forehead, coating them with the oil from his skin. Then he inserted one and worked it back and forth, right and left, until it was certain it would not open it. He repeated this operation until at last a key moved sharply to the left. The lock snicked open with disturbing loudness, but only in Dunstan's ears. His mother slept on, undisturbed by the burglary taking place not six feet from her. His eager fingers found a scattering of loose silver in the bottom of the container and a heavy pouch he knew to be full of gold. Silently Dunstan gathered up the silver and tucked it beneath his jack. When he could find no more, he grasped the pouch, closed the lid of the now empty coffer, slid it back to where it originally rested, and came forth.

The sleepy guard in the tower which centered the east wall of the town was roused by some slight sound. He jumped up from the bench he had slouched upon and hurriedly peered out the door, halberd at the ready. Did he see something moving out there? A clenched fist rubbed at the eyes; and a few steps along the wall revealed nothing. Grumbling, the guard returned to drowse his watch away. What ever happened on the walls of Endstad?

The first rays of the sun found Dunstan across the bridge over the wide Nallid River which looped west and north of the town. He was three leagues along the road to chivalrous adventure, heading for Rauxes, city of the Overking of Thalland.

To Be Continued . . .

THE THREE KINDREDS OF THE ELDAR

by Larry Smith

Die Roll	Kindred
1, 2, 3, 4	Silvan Elves
5, 6, 7	
8, 9	Sindar Elves
10	Noldor Elves

Those of the Silvan Elves are the most common, they are known also as the wood elves.

Those of the Sindar Elves are the next common, they are known also as the grey-elves.

Those of the Noldor Elves are the greatest of the elves, they are also known as the Exiles.

Being elves they have a tendency to go over the sea to the land of the Valar. Do show this use the following chart:

Silvan Elves 10% chance every game year
Sindar Elves 25% chance every game year
Noldor Elves (special)

Noldor Elves being exiles may not go across the sea until they perform a task of great deed. This deed occurs every time during a game week (once) that an umpire rolls a six on a six sided die. When a six is rolled the umpire will 'find' a deed (adventure) that is worthwhile in his eyes. After the deed is completed, the player will roll 100% dice. On a die roll of 95% or better they (the elf rolling) will cross over the sea.

Change of Charts: A SilvanElf is more of a fighter than a magic user, so he may go up the fighting man chart as high as he wants, but as a magic user may only employ up to 2nd level magical spells, and may not use any wands or staffs. He may also not use any items that only a magic user may use.

A Sindar Elf is the same type elf as listed in D & D.

A Noldor Elf is the same as in D & D except with the following added on. No level restriction, all ranges on spells are x1.5, all effects are x1.5.

As an additional rule due to Blackmoor, all Elves are to be considered immune to any and all sickness & disease.

D&D Hints

Continued from Page 28

main rules that are used in conjunction with all of the other sections of the book. Here rules for Movement Combat and Stacking are covered and are used all through the game. Once players have learned this section well they can then move onto the other sections with confidence.

In the next section we add "Swordplay and Sorcery." This is the most exciting and challenging section that you can add to your game. It is here that you add "Heros, Super-Heros, Magicians and Sorcerers to your game system. All of these different characters add new possibilities to your fantasy game.

The next two sections can be considered Optional sections because they can be added at the player's discretions. The first of these two sections is titled "Independents." Here again all that this section does is to introduce in the game new Peoples and thus new characters. The final section is the "Miscellanea" Section. This is where the reader gets a quick insight into the fantasy world that he is traveling in. You are also given maps of the various Empires along with the Army Organizations. The Scenarios are given here with all of the other additional information that you need to play the game.

White Bear and Red Moon is the beginning of an exciting fantasy adventure. This game is the first of what will be a series of fantasy games that will all interlock into one large campaign game. As you can guess, once complete it will be one gigantic fantasy game with every type character you can imagine. But, in the meantime, don't get the idea that this isn't a game by itself because it is and it is one that is challenging and exciting right up to the end.

Game comes with map, beautifully illustrated rule book, die cut counters, retails for \$8.00 and is available from Lou Zocchi, 7604R Newton Drive, Biloxi, Miss. 39532, or TSR Hobbies, Inc.

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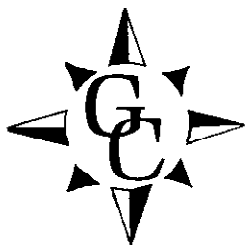
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